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GAME PLAYERS #84

VIRTUA FIGHTER 3 — THE USURPER OF FIGHTING GAMES • TONS OF GREAT GAME PREVIEWS! • MY WINNERS... ACK!

MAY 1996

SEGA • NINTENDO • SONY • 3DO/M2 • ARCADE

Still The BEST CODES mag in the biz!

ISSUE 84

GAME PLAYERS

FIRST LOOK



ULTIMATE MK3

It's finally coming home, and SATURN's got it!

VIRTUA FIGHTER 3

The full scoop on the most advanced videogame *EVER!*



FINAL FANTASY VII

Square's first PlayStation game will redefine RPGs forever... pg. 46

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MAY 1996 Vol. 9, No. 5

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TOMB RAIDER

Intense new adventure for PlayStation and Saturn! pg. 28



SUPER MARIO RPG

16-Bit Game of The Year? pg. 56

VR SOCCER TIP 8

PUNCH THE SPEED BURST BUTTON TO ELUDE PESKY DEFENDERS. THIS WILL ALLOW YOU AND TAB RAMOS TO ENJOY TOASTED GOALIE FOR LUNCH.



KIDS TO ADULTS
K-A
AGES 6+

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GAME PLAYERS COVER

OH, MY SOD iT'S...

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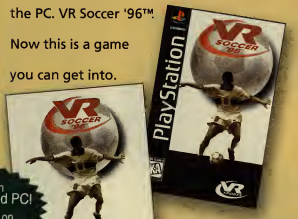
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Okay, rookie. Here's all the 3-D realism, other wannabees–uh, the basketball game



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PlayStation



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U.S. only ©1996 Sony Computer Entertainment Europe (a division of Sony Electronic Publishing Limited) If you actually read all of this, you're a bigger loser than we thought! http://www.sony.com R1, R1, R2, R2, L1, L2, L1, L2 (This is not stupid legal copy.)

CONTENTS



WHOA! There's a lot of sweet stuff in this issue! I mean, sure I say that just about every month, but this time I really mean it! *War Gods, Final Fantasy VII, Ultimate MK3*, and more, more, MORE! Oh yeah, I almost forgot to mention our sneak peek at *VIRTUA FIGHTER 3!!!* Don't think I wouldn't kill *any* of you for five minutes alone with *that* game.

On the down side, it saddens me to tell you that our dear friend Bill has... well, passed on. I found his body just this morning, slumped over his keyboard. Guess a man's innards can only take so much. We'll miss the contribution that he... ***BILL: I'm gonna kill you, Slate!!!*** Bill! I thought you were dead, or I would've never buried you! ***BILL: It's The Box for you, boyo! It's time for the monkey wasps² feeding!!!***

Chris

MEET THE TEAM

What was the best prize you ever got in a box of cereal?



Chris
One time I got this little monkey. He was real cute and fun to talk to, but then my Mario doll said I had to 'terminate' him. I did it... I cried, but I did it! (sob)



Jeff
Cereal? What's that? You mean, you put this stuff in a bowl and pour milk on it?!? That's disgusting! Uh... does it have any caffeine in it?



Mike
I was real excited about collecting those little bathing helmets, so I'd eat the whole box at once. Never did find those helmets, but the cereal was real crunchy, for some odd reason.



Patrick
What better prize could there be than the 12 essential vitamins and minerals that come packed in every box? Oh, I guess finding a banana in there would be cool, too!



Chris C.
Prizes in cereal are kinda like *Doom*. You know there's something in there, and you're pretty sure it's not gonna be good for you, but you eat the stuff anyway. Scary, huh?



Roger
I got this submarine once. I'd put baking soda in it and it would dive up and down in the bathtub. I wonder what ever happened to that darn thing?



Bill
I used to try to collect these really cool 'Invaders From Mars' cards, but every time I'd pour the bear on my Cheerios, all the colors would run. All I got now are these cardboard squares that smell like beer.

infotrack 14

Where we tell you what you need to know, and then some!

Infotrack 14
Hot breaking news... and some stuff we can't break!

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They don't bathe and they want your quarters... hmm...



Put your TV right inside your head! It's in Infotrak, on page 16!

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This means something... this is important... except for all that weird stuff!

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Que sera, sera! (This means 'here's all the new stuff!')

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With coverage like this, who needs kung-fu?



We draw first blood on *Ultimate Mortal Kombat 3!* The carnage starts on page 26!



***Tomb Raider* is back, with even more fantastic garphics, on page 28!**

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Final Fantasy VII, NBA Jam Extreme, *and some really Boss Stuff, not to mention our deluxe cover story! Man, we're just too good to you!*

GAME PLAYERS ONLINE

"The Web Site" http://WWW.gameplayers.com

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, *GAME PLAYERS* has gone online! Check out our web site, as well as our individual E-mail addresses over on the right!

CHRIS: Chris_Slate@qm.imagine-inc.com
BILL: Bill_Donohue@qm.imagine-inc.com
ROGER: Roger_Burchill@qm.imagine-inc.com
MIKE: Mike_Salmon@qm.imagine-inc.com
PATRICK: Patrick_Baggatta@qm.imagine-inc.com







game reviews 55

Once again, our crack (cracked?) staff of reviewers has been bullied and bludgeoned into turning these reviews in on time... and it was fun!

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These will... these will... rock you!

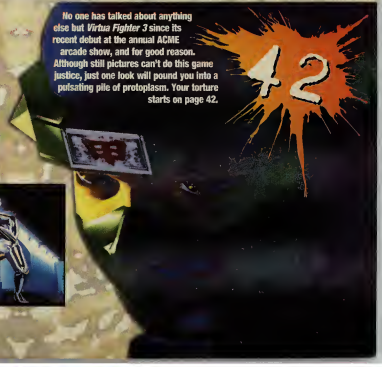
We've got more baseball coverage that all three networks combined! So get yourself a comfy chair and get ready to 'Play Ball!' The action starts on page 72! Batter up!



back issues 113

If you don't buy these, we'll have to eat 'em! It's not that they taste bad, or anything, but we'd like to try sandwiches made with bread, for a change!!!





READERS' NETWORK

Hokay, here we go: Monkey wasps, Kerri Hoskins, purple capes, guys who live in water towers, naked charters (huh?), and a really, really big picture of a pig's butt! Of course, it must be Readers' Network!

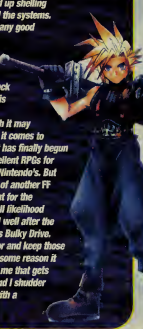


THE PRICE CLUB

I am pissed off about these new systems and their expensive tags. When Ultra 64 comes out, how much will it cost? $250? $300? My friend says that the new systems won't last because of their price tags. I think he's wrong. Hey, if I had $400 to blow, I'd get one of those systems. But if they (meaning Nintendo, Sega and Sony) had any business sense, they would reduce hardware prices so more people could buy those awesome systems. Anyway, I wanted to ask you something. Could you confirm that there is a *Final Fantasy* game for U64? And if so, is it a sequel to *Final Fantasy 3*? Oh, and Bill, if you want a very mean animal for the box, I have a very rare monkey wasp. Its sting feels like being gored by a rhino! Only 550 bucks. And I'll include a keg of beer! Get drunk while enjoying box entertainment!

Travis Howard
Stockbridge, MA

ROGER: ***The funny thing is, Travis, that even though the new systems cost so much, all of the companies are basically selling the hardware at cost. The game company's profits come from software sales. As for me, I'll definitely end up shelling out the dough for all the systems. There are just too many good games and not enough time to play them all during work hours. As for FF, check out our feature in this issue on FFIII for PlayStation. Although it may be called FFIV when it comes to the U.S., Square Soft has finally begun to develop their excellent RPGs for systems other than Nintendo's. But there are rumblings of another FF game in development for the Nintendo 64 but in all likelihood we won't see it until well after the release of Nintendo's Bulky Drive. Finally, do me a favor and keep those monkey wasps. For some reason it always seems to be me that gets thrown in the Box and I shudder at the thought Bill with a new toy for the box!***



HE'S DREAMIN'



I love your mag. I think it's the greatest. I've heard from various sources that there is a game in Japan called Super Dante for the Super Famicom. It's an RPG in which you can design your own RPG. You can make your characters good or bad and also you can design the plot and storyline and you can also design certain buildings such as castles and other buildings. Anyway, the point I'm trying to get at is that I was wondering if we are ever gonna get it here in the U.S. If we are, when are we getting it and what system will it be on in the U.S., and how much will it cost. And if we aren't, why?

Jeremiah Frye
Pocahontas, AR

CHRIS: ***To be honest, Jeremiah, I'm not quite sure which game you're talking about, but I have seen several 'create your own game' cartridges for the Japanese 16-bit market. No one has announced any plans to bring these titles to our shores yet, but I sure wish they would! Imagine... 'Lord Slate enters the dark dungeon to rescue the fair princess from evil Bill's Box...' My RPG is practically writing itself!***

DAN: ***Yeah, right into the dumper! Check out my hot, new RPG — Super Buddy's Beer Hunt!***

THE SECRET PLAN

I've figured out a way for Sony and Sega to legally get rid of Nintendo for a few more years. When the Ultra 64 comes out, drop all the prices of games in half. They won't lose any more money per hardware and will still make money off the software. Nintendo won't be able to make their software any cheaper because of its cartridge based system. Any idiot would see it would be better to be able to get twice as many games for the same price and purchase a PlayStation or Saturn. The game companies might even be able to make more money off software this way. I know personally there are like 20 games I would like to get for my PlayStation that I can't because I have to think about money. If they did this I would be able to get quite a few of those games by spending just as much as I did before. Sony, Sega and gameplayers everywhere would benefit from this move. Also, if you think about it, once Nintendo's out of the picture, Sega and Sony can slowly bring their prices back up. What do you think?

Ben McMahan
Mansfield, TX

ROGER: ***Well Ben, you had me excited there for a minute. But what's all this talk of destroying Nintendo? Sure, that Mario guy is annoying and that Donkey Monkey dude could be some strange genetic mutation, but I'm all for more competition in the market place. Because if for some unlikely reason Nintendo disappears, you can bet those game prices are going to sky rocket. I like your short term plan better — a drop in Sony and Sega's game prices upon the release of Nintendo 64. I'm sure the executives at those companies are already considering it.***

UH...RIGHT

As I sat to write a letter to *GAME PLAYERS*, my mind began to reel, my hands to shake, and my heart to pound. Pain shot through my head like a dull knife in a lobotomy. My dog and cat stopped fighting and had a nice glass or red wine with their baked whitefish. Who ever heard of red wine with fish? That's awful! Everyone knows it should be white wine! And what about that 11th toe I have, and why won't that mouse in the corner sing a nice Bing Crosby tune for me? Or maybe a Met Tomato number. Where's my gun? That darn moth is really getting on my nerves. Oh, pretty colors. Hunan chicken and fried rice with my fortune cookie, please. Thank you.

Chett Muzzalupa
Whitehall, OH

***BILL:** It's really sad when victims of pipe mold abuse get their hands on a crayon and some paper. Anyway, in order to sell more juice, the wine council had decided that any wine can go with any food, so lay off insulting the pets, OK?*

LET'S GO BOWLING

What is it with these Virtual Boy games? Nintendo is making games like *Nesters Funky Bowling* and *Galactic Pinball*! If Nintendo keeps making games like this, the main installed base will be the fat people at the bowling alley! Wow!

TWO WHOLE COLORS!

In issue 80 of *GAME PLAYERS*, I saw the steering wheel for the Sony PlayStation. I was wondering if you know when it's going to come out and what the cost should be. I am a *Mortal Kombat* freak and love everything that they've done to *Mortal Kombat*. I was wondering if you know the release date of *Ultimate Mortal Kombat 3* for the PlayStation. I heard that *UMK3* is not coming out for the Genesis or Super NES because of the intense graphics on the game. Is this true? And lastly, do you have any information on *Mortal Kombat 4*. Is is going to be like *Battle Arena Toshinden* with the 3-D perspective or be like the first *Mortal Kombat*?

Levi Friend
Medford , OR

***MIKE:** Everyone here agrees that the first wave of Virtual Boy games are virtually silly. Not one title is exciting enough to sell a $100 machine, much less one that costs $160. As for your obsession with* **Mortal Kombat**, *it's really not healthy.* **UMK 3** *is coming out on the Saturn first, but by X-mas a new PlayStation version should surface. The early rumors on MK4 have it being a 3D game (like* **Toshinden**), *but still maintaining the digitized fighters. Look to Midway's* **War Gods** *(arcade game) to get an idea of what it's going to look like.*

HOW MANY MORE TIMES?



I have a few questions to ask:

1. Is Sega going to make any *Sonic* games for the Saturn?

2. How many people asked you that before?

3. Could they have done the backgrounds of *VF2* (especially Shun's awesome bridge stage) the same way they were in the arcade or were they just trying to get it out by Christmas?

4. Should I just sell my 32X while I can?

5. If Sega and Matsushita make a 64-bit machine, what will they do about all the Saturn owners (like me)?

6. Do you guys prefer boxers or briefs on your heads?

7. How can I get these damned voices out of my head?

Richard Mitchell
Tulsa, OK

***BILL:** OK, here we go:* **1.** *We've heard rumors, but we can't say anything about that at this time.* **2.** *You're about the ten thousandth person to ask that question.* **3.** *There was a bit of a holiday rush, but the designers are working on the problem. Look for great things soon!* **4.** *Uh... don't you mean IF you can sell it?* **5.** *They'll probably try to sell 'em the 64-bit system, of course! Enough of these silly game questions! Let's get on with the important issues! While boxers do provide better overall coverage, briefs are preferred, due to their aerodynamic configuration. About those voices — wouldn't you be really lonely if they left?*

SO VERY KERRI

I was out on a dangerous recon mission, searching for info on the top secret 'chinchilla drive' peripheral for Virtual Boy, when I intercepted an encrypted transmission from the reclusive 'Icy Black Hand of Death' cult. It was a live interview with über-babe herself, Kerri Hoskins! The drool slowly gathered in pools under my chin as she answered soft-ball questions lobbed by Liz Talbot, a local news anchor (believed to be a conspirator in the now infamous 'noodle incident'). Outfitted in full Sonya regalia the pulchritudinous Mrs. (yes, she's married) Hoskins revealed:

1. She's never been in a fight.
2. She was once stalked by a guy in Minnesota.
3. She thinks *Mortal Kombat* is about self-discipline, not splattering internal organs onto the sidewalk.
4. She sucks at *Mortal Kombat*.

I hold this information up to you, mighty Evil Masters of Polygons. I hope it appeases your ever-growing hunger for gaming news.

The Marlin
Holt, MI

***MIKE:** She's married!!! Damn! And she can't prove I was even in Minnesota at the time. Besides that, I wasn't stalking, I was sauntering. Get me her husband's name, and I shall make everything OK. If you can't get enough of Kerri, you should check out* **War Gods** *(it took a small army of very happy men to squeeze her voluptuous body into her tight and revealing new outfit).*



THE REASON WHY

Why is everyone leaving? All my favorite people on the GP staff are leaving. Here is a list of my favorite people that were ever GP staff: Bill, Chris, Jeff, Mike and Vince. Jeff and Vince are gone! I'm sad! Waa! Waa!

John Perello
Marlboro, NY

***CHRIS:** Just wait until I put my 'Monkey Writer' plan into action! Say your goodbyes now John, the rest of the staff isn't long for this life. I've already trained one monkey to type upwards of 45 wpm!*

ONE OF THE... GUYS?

I am a 16-year-old pro-action male-gamer. I love your magazine. I have a problem with all those female gamers making these silly false accusations that games are sexist. I disagree. First of all, there are a lot of games that have vicious females. Take *MK I, II,* and *3* for example. Sonya, Jade, Kitana, Mileena, Sindle & Shiva are some of the deadliest fighters I have played in any game. And lets not forget the notorious Chun Li & Cammy in *Street Fighter II*, I can out play any male fighter with Cammy any time, any place! You female gamers have to face the fact that the majority of gamers are males, so most games are going to have sexy females in swim suits standing in the background to appeal to male gamers. If you ask me the females are always the deadliest characters, just look at Orchid in *Killer Instinct!*

Mason Gabriel
Detroit, MI

***PATRICK:** I'm not complaining, but come on. The videogame industry is nearly as sexist as Hollywood. The fact that there are some great female characters in games like MK is outweighed by the fact that they are always dressed in next to nothing. Let's face it, the guys that create these characters are (typically speaking) the geeks that never had a girlfriend in school and so they're trying to create perfect women in their games. I love them for it, but let's be realistic.*



Game Ideas!



virtua stupid

My game is called *Virtua Writer*. The object of the game is to sit around all day and write game ideas to send in to an awesome magazine. If you get one published, you get a mystery prize. If you don't get one published, you sit at home, writing until you run out of original ideas and start sending stupid ones in. Well, I've got to go now. I need to run out and buy some more stamps.

Roger Kubilis
Reydon, OK

***BILL:** We've about had it with your dumb ideas, Roger. I mean,* **Sheep Herder** *could have been a great game, and* **Running With A Really Sharp Knife** *only had that one major flaw, and let's not forget about* **Basket Weaving Fools!** *That one could have taken you all the way to the top, but this time you've gone too far!*

do it your way

My game's name is *Originality*. You can do what you want, instead of going to a planned destination. It is sorta like a Choose-Your-Own Adventure. If you want to take over the world — do it! If you want to rob a mini-mall — be my guest. JUST DON'T TAKE OVER MY PART OF TOWN!!! Oh yeah, cold-blooded murder is OK, too. Please pick my game, or I'll do something really drastic.

Shawn Hanby
Franklinville, NJ

***BILL:** Calm down, Shawn! Put that lawn chair and Cheese Whiz down real slow! You don't want to make a big mistake now, do you? Look, we picked your game, OK? See, here it is. We picked it even though it was really stupid and... Arrrgh! NO! Darn, I hate it when readers take themselves out that way! Who's got the cheese mop?*

really short attention span

Hey! I thought it would be cool if they made a game with a guy who had a spear coming out of his hand! Also, a guy who is made out of lightning and... oh, never mind.

Mitch Keeler
Vernon, TX

***BILL:** Yo, Mitch! We thought it would be cool to have a section in the mag where readers could send in game ideas and then we could maybe send them a prize or something and then we could... ah, forget it. You know, Mitch, if you check, I'll bet that you've also forgotten some other important stuff, like how old you are, or maybe even how to breathe!*

Winner
some games are too much fun!

My game is called *Carpet Burn*. The object of the game is to get a good running start and slide on your hands, knees, or face as fast as you can! The player with the most burns wins! Extra points go to those who rip flesh and leave blood stains! Remember kids, (ouch!) don't try this (ouch!) at home!!! (OUCH!)

Mike 'Prime Minister' Herron
Toccoa, GA

***BILL:** Wow, Mike, this game is fun! I remember playing the two-player version of this a while ago. The only drawback was that you could totally damage some really sensitive parts of your body! On top of that, it's kind of hard to explain just what you're doing in the living room with the Wesson oil, leather masks, and handcuffs!!!*

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!
Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to **Mike Herron**, of **Toccoa, GA**, but we can't get these darn handcuffs off... Write in today!!!

GOT A SATURN?

1. When is *Toshinden* coming to Saturn?
2. Is it true that *Destruction Derby* is coming to Saturn?
3. When will *Virtua Fighter 3* come out for Saturn?
4. When will that *Gran Chaser* game be out for Saturn?

Michael Richerson
Lebanon, KY



***MIKE:** 1) While Sega admits that it really didn't have the time to do it completely accurately, it did announce that Toshinden would be coming to the Saturn sometime in the Spring of '96. 2) Yes,* **Destruction Derby** *is coming to the Saturn, along with other Psygnosis titles like* **Wipeout** *and* **Discworld.** *3) Expect* **VF3** *on the Saturn at least 6 months after it hits the arcade, which it hasn't done yet. 4)* **Gran Chaser** *is called* **Cyber Speedway** *in the U.S. and has been out for quite some time. Any other questions should be directed to your mother, after all she knows best.*

WHAT'S THE PLAN?

With the 16-bit market dying out and 32-bit systems such as the Saturn and PlayStation,I have to ask what is Sega's plans on the Genesis. I have heard many rumors that I hope you guys can confirm about a new *Sonic* game, *Ultimate MK3* and a *Vectorman* sequel. I already have a Saturn and I must confess, it's more than I expected. Thanks for listening and keep up this kick-ass mag.

John Riley
Waco, TX

***PATRICK:** Well, the truth is, the future of the Genesis is pretty dismal. There are a few games coming in the near future, including a sequel to Vectorman, but all the other good stuff, including Ultimate MK3 and a new Sonic game are being done for the Saturn. Personally, I prefer it this way. It's time to move on..*

YES, WE'RE SERIOUS

I have a couple of questions that I hope you can answer for me:
1. Do you know if any polygon shooters like *Virtua Cop* will come to the PlayStation?
2. When will *Twisted Metal 2* come out on the PlayStation?
3. When will *Toshinden 2* come out on the PlayStation?
4. Does Bill eat Toe Jam 24/7?
5. A few issues ago you said *Virtua Cop* will be coming to the 32X. Is that true? That's it also I would like to say you guys kick serious ass and are the best gaming mag in this world.

Clint Boutwell
Castaic, CA

***PATRICK:** 1. None are planned. There is a light gun game called* Project: Horned Owl, *but there are no polygon enemies. 2. We expect it around early fall. 3. Spring of '96.*
***BILL:** In reference to question 4, no. However, pipe mold is almost always in season and, with its piquant bouquet and delicate taste, it's a sure-fire way to liven up any meal!*
***PATRICK:** 5. We never said that! Sorry, but 32X development is finished.*



IT CAME FROM THE GENE POND

The reason I write to you is two part. First, Great mag. Simply superior. Second, I read with great dismay and a little joy that Jeff Lundrigan will be going to Next Generation, also a great mag. Meaning someone might be moving up the corporate ladder. Creating an entry-level position, a coffee-getting, show-wiping, butt-kissing, "yes sir, I am scum" position. I am that scum. My vocabulary is quite extensive. OK, I only know six words. Coffee, beer, videogames. I know that is only four words, but I say beer a lot. My time at *GAME PLAYERS* would be spent uttering my credo: "I'm not worthy, I'm not worthy." To grovel at your feet would be penance enough. I would be happy to write the numbers on the pages. Me count good. If I have gloves I can go all the way to 20 with my shoes on. I think I could be a mediocre angle to your staff. A dumb mun's view on the games. I have high scores only a five-year-old could beat. Please toss a poor dog a bone, a simple bread crumb. I long to serve.

Dennis M. Hook
Cocolalla, ID

***BILL:** Well, now that you mention it, we do need someone around here to take care of Chris's idiotic demands, so here's the deal: if you give a good foot massage, and will run down to McDonald's in a pouring typhoon for a sausage biscuit, you can have the honored position of Chris's gofer. You gotta like wearing diapers and purple capes, though...*

THE FINAL FRONTIER



Hi, I'm a 37 year old unemployed aerospace worker with too much time on my hands. I graduated to a Saturn Game System — it's great. I am a new subscriber to your magazine, although I have read it for six months. In issue No. 81, your February issue, a reader writes in, Angel M. Ortiz, and was asking you if you could play a Japanese Playstation game on the American PlayStation without a converter. The advice you gave him was questionable. Granted, I do not own a PlayStation, so I do not know for sure you can, but according to the enclosed article, you can play Japanese games on the American PlayStation with the use of a large papercilp. I am not trying to tell you your job, but if this will help any PlayStation owners, then if was worth me writing you this letter. I enjoy your magazine.

Jon Wassem
Burbank, CA

BILL: ***What can we say, Jon? Granted, we're not a Senate subcommittee investigating cost over-runs in the, uh... SPACE PROGRAM, but we've heard some rumors about this one. After all, if you guys can put a man on the moon in less than a decade (and then completely let the whole program go to hell in a handbasket), we feel there's a good chance that there may be a way to play those games on the PlayStation. And we'll do it without any of those $600 hammors!!!***

THERE'S THAT WORD AGAIN...

Say guys, what happened to Konami? Those guys haven't done anything great in a long time. When I viewed *Castlevania IV* on the Super NES, I was amazed. The graphics, sound and music were all on par. Especially the music. I wanted a Super NES badly. But when I choose a system, I stick with it. And at that time, Genesis was my choice. Anyway, I would like to see *Castlevania IV* done on the **Usurper**. Gotta love that music!

Kevin Glass
Saginaw, MI

CHRIS: ***There's that darn word again — 'Usurper'! Where are you guys getting it from?! Anyway, you'll be glad to hear that Konami is indeed hard at work on a brand-spankin'-new Castlevania adventure for PlayStation. I can't wait to see what the Belmonts can do with all the extra power!***
BILL: ***Calm down, Chris. I'm pretty sure that what they're really saying is 'You surfer'. I guess that all our readers think, with your goatee and all, that you're like some kinda big Kanoanoa surfer dude. Yeah, that's it... you surfer... cool, man... Of course, they could also be saying 'Blue Slurpee'.***

Reader Art Winner



When it comes to Reader Art, *Bill Donohue* is one eye away from blind!

Ryan Lacy, Edmond, OK



No one saw the dragon hiding at the end of the tunnel!

Juan Juarez, Los Angeles, CA



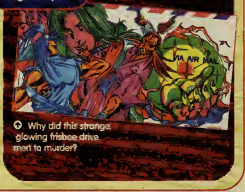
He'd somehow gotten his hand stuck in the Vegematic!

Matt Brundage, Andover, NY



Alright! Where's the wiseguy with the Silly String?

Benny Luo, Ridgewood, NY



Why did this strange glowing frisbee drive mart to murder?

JUST PLAIN FOLKS

I would like to compliment GAME PLAYERS for the great magazine. I am complimenting you on this because you don't have "dogs reading your magazine" or "people baking bread in the shape of Game Boys" like those other mags.

Graham Davis
Milford, MI

***BILL:** That's absolutely right! None of that weird stuff for us! Our readers are just a normal bunch of plain, decent, wearing-underwear-on-their-heads, hamster taco-eating, fire storm-spotting, cheese-worshipping folks who believe in a 900-foot tall, three-eyed monkey. With fans like this, who needs any strange stuff?*

IT AIN'T ASTHMA!

I just want you to know that I am not purposely kissing butt, but I want you to know this. You guys do a great job! It really frosts my glass to see people write in bickering about reviews. You do a great job and I agree with all your reviews. After all, you're the experts, not them. So, why DO you print letters trashing your reviews? Is it just so you can write funny responses? I love your responses, they are so funny. Well, gotta go. My nose is so far up now I can't breath. Keep up the good work!

Derek Belden
Chaska, MN

***BILL:** Every once in a while, we print a derogative letter just to rile you all up, so you'll grab those torches and farm implements and storm the castle, in search of the monster, who threatens the lives of our children, and livestock, and... uh... I think maybe it's medicine time again...*

FOR THE BIRDS

Hey, GAME PLAYERS, what's up? Yeah, I live out here in a water tower, don't know how I got here. Well, the only reason I'm alive is to get your mag. I think it's really cool. It's too bad I have to eat them after I read them. I'd sell my soul for a GAME PLAYERS magazine right now — wow! just kidding, Mr. Devil! Anyway, it's pretty cool in here... no top on the tower... can catch some rays. Oh great, freakin' pigeons are back — sometimes I wish this thing had a roof. I'm not sure if this water tower has an address. How do the magazines get here?

Andy Barker
Lansing, MI

***BILL:** Here at GAME PLAYERS, we employ a huge network of carrier pigeons, who are trained to deliver our mag to water towers, highway culverts, and shopping carts everywhere. We wish you guys would stop barbecuing our birds!*

REALLY CHEAP

In the December issue, Bill said, 'Everybody gives their favorite game a 100% rating.' *Mortal Kombat 3* for Super NES is my favorite game and I give it 80%. The computer is plain cheap.

Robert Gantex
Greenfield, NY

***BILL:** You know, you're absolutely right! The last time me and Super NES were out on the town, I had to buy all the drinks and cough up all the cab fare! In fact, he stole the tip I left for the waiter!*

YOU DON'T SAY?

Why care what the charter looks like? I don't care if the charter looks good pucker a hog's butt or make a person do a double take. What matters is if the game is fun. But when game makers make charters naked baby went to far.

Saddle
Way Out There

***BILL:** Darn straight, Saddle! Naked charters are offensive to us all. Why, I do a double look every time I see a hog butt-puckerin' naked charter! Now, let me help you into this nice, canvas overcoat. No, the sleeves ARE supposed to be this long... see, they tie in the back!*

Connections

I'm 23 and own a NES, SNES and Gameboy. I like toss animation and cartooning. I'd like to hear from someone about my age.

Jesse Laplante
132 Carleton St.
Cornwall, Canada K6H 4X2

I'm 15 and would like to get in touch with someone who's a real RPG fan.

A.J. McCann
P.O. Box 218
Keazer Falls, ME 04047

I'm 11, I own a Genesis, SNES, NES, Gameboy and a Sega CD.

Joe Brant
18970 NW 8th Ave.
Miami, FL 33169

I'm a 13 year old boy. I'm looking for a penpal, preferably a girl around my age.

Vegas
1209 58th
Pekin, IL 61554

I'm looking for a 8-13 year old boy that has a SNES or Sega Genesis.

Nick Campbell
4520 W. Ridge Rd. #105
Gary, IN 46408

I'm a 26 year old gamer, and I would like to be penpals with someone 20 or older. I own a 3DO, Saturn, Jaguar. Would like to swap codes, secrets, tactics.

Robert C. Montgomery
1017 Prairie Ave
Mattoon, IL 61938

I'm a 20 year-old male interested in corresponding with a female 18 and older. I love *Mortal Kombat II* and all Sonic games.

Tammy Jung
4413 Via Majorca
Cypress, CA 90630

I'm an 11 year old, and like Robin comics, DC and Marvel cards. I have a Sega.

Izzy Knoble
11508 NE 94th St.
Vancouver, WA 98662

I am a 13 year old with a Gameboy, Nintendo and Super Nintendo. I plan to buy an Ultra 64. My other hobbies are comics and basketball.

Dino Tsirkas
83-07 54th Ave.
Elmhurst, NY 11373

13 year old male seeking male or female around my own age. Will respond to players of all systems.

Robert Hoover
RR 1 Box A336
East Freedom, PA 16637

I'm 13 and have a Genesis. I would like a girl penpal, but I will accept all letters.

Chris Bebek
1131 N. Roddy Dr.
La Habra, CA 90631

I'm a 13 yes old boy who wants any kind of tips. I want to write to girls or boys 13-16.

Kyle Reu
Rt. 4, Box 392
Astoria, OR 97103

I'm a 12 year old male and want a female penpal to exchange Genesis game tips with.

Mike Begacz
5501 Jenkins Rd.
Rome, NY 13440

I'm a 21 year old male. I like RPGs. If you would like to talk, drop me a line.

Daniel Watson
152 Balaclava St.
Campbellford, Ont. K0L 1L0 Canada

Get off your @$$!

Write to Game Players at the following addresses:

For game ideas, write to:
Game Ideas
Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

To get into the Connections section, write to:
Connections
Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

For general Network letters, write to:
Readers' Network
Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010

Or check out our web site at:
http://www.gameplayers.com



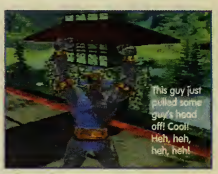
Info Trak

Since we couldn't get an anchorman for this intro, we've decided to cut straight to the chase and say 'And now, the news!' We'll be saying that in just a minute — just as soon as we get off our official anchorman union coffee break!

War Gods

Who's afraid of the big bad gods?





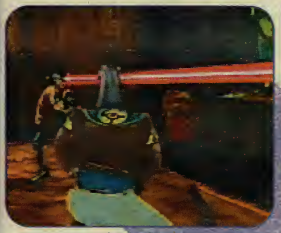
When news first started leaking out about a possible 3D fighting game from the makers of *Mortal Kombat*, no one quite knew what to make of it, but everyone was interested. Now, just a few short months later, we're starting to see what happens when you cross gore-artists Williams, with a totally 3D fighting engine. The first thing you'll notice is that the game is truly 3D. While many of today's '3D' games are much closer to 2D fighting games, but with polygonal characters, War Gods allows you to move anywhere in the ring at any time. Of course, the jury is still out on how effective this freedom is going to be when it comes to actual gameplay, but it's nice to see someone finally trying it out so wholeheartedly. Another innovation is the use of digitized texture-maps to give the characters an ultra-realistic look. Essentially the effect is the same as in a *Mortal Kombat* game, but in true 3D. This is most appreciated when considering the inclusion of Kerrie Hoskins (Sonya of *MK*) and her glued-on outfit.

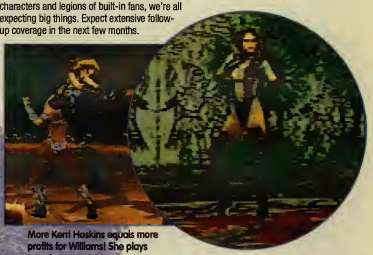


Er... *Finish him*, or something.



At press time, *War Gods* is still knee-deep in development, so it's impossible to say how the finished product will stack-up against other 3D fighters, but with all its gory moves, wild characters and legions of built-in fans, we're all expecting big things. Expect extensive follow-up coverage in the next few months.





More Kerri Hoskins equals more profits for Williams! She plays two characters!

The roving camera angles really put you smack in the middle of the action!



Dig that funky long-haired Kabuki dude! Who would worship that freak? Bring back Kamit *Ker-ril Ker-ril Ker-ril*



This fat guy's missile attack really takes advantage of the 3D environment!

Square Opens L.A. HQ

Square L.A. Poised To Redefine Next-Gen Games



With an investment of $10 million, Square, CO. Ltd. has announced the opening of a Los Angeles-based research and development center that has been assigned the task of creating the best tools and techniques for the future of videogame technology and graphics. The state-of-the-art facility, which also serves as Square's US headquarters, will meld Square's proven expertise in role-playing games with the graphics and visual effects typically found in major motion pictures.

Even more encouraging is the personnel chosen to head Square L.A. Lead by *Final Fantasy* series creator Hironobu Sakaguchi as President, Square L.A. has gathered some of the best and brightest of the professionals from the entertainment and videogame industries to lead its effort. Vice President of Technology, Paul Ashdown boasts credentials from such films as *'Jurassic Park'* and *'Forever'*. Vice President of Game Production Steve Gray's resume features work on films like *'Interview with a Vampire'*, *'Strange Days'* and *'Apollo 13'*. Vice President and Creative Director Ron Sabitino's work has been seen in *'Batman Forever'*, *'Waterworld'* and *'Judge Dredd'*. Serving as Art Director of Game Production will be Darnell Williams who previously served as director of motion capture for Digital Domain where he worked on such game titles as *Mechwarrior* and *Viper*.

Working in conjunction with game designers and producers in Japan, this all-star team's first work will be featured in the much anticipated *Final Fantasy VII* RPG game, which is scheduled for a December 1996 release in Japan. The PlayStation-based game, which will be called *Final Fantasy IV* in the US, will be released stateside in 1997.

Sega's Internet Connection

Sega prepares to introduce Internet peripheral to the US market

Planned for Fall release in the US, Sega has confirmed that it will be offering two separate Internet packages for use with the Saturn. The first will be a start-from-scratch bundle, including a Saturn console, modem, software and an optional keyboard. The stand-alone bundle has been promised at less than $500. The second package, which has been promised at $150-$200, will be a peripheral offer for existing Saturn owners.

Sega has promised, at some point in the future, internet support for the Saturn console by way of networked games and downloadable demos. In the meantime, rumors are flying about negotiations with Internet gurus Netscape for some sort of browser.

Missing Jaguar?

Despite other business ventures, Atari still claims interest in Jaguar

Recently, a statement was made from Atari's new Sunnyvale Headquarters about the future support of the Jaguar. In the past month, Atari has completed a successful merger with peripheral hard drive manufacturers, JTS Technologies. The company that practically invented home video games, therefore, is now more likely to be responsible for PC peripherals than videogames. According to spokesman Don Thomas, however, Atari is still pursuing game development possibilities for the Jaguar.

Its doubtful, due to the fact that no titles are said to be in development at the moment, that Jaguar owners will have anything new in the near future, but there is hope for diehard fans. Practically speaking, with Atari's questionable place in the games industry right now, it's unlikely that they would be able to survive much of a hiatus in software development. Expect updates in ***GAME PLAYERS*** as the story develops.

Has the Atari Jaguar finally reached the end of the road? Not according to Atari, it hasn't.



M2 Konami?

Konami announces that they will be using Masushita's M2 technology for arcade games

Though the negotiations have been less than secretive over the past few months, Konami recently announced officially that it would be using Matsushita's M2 technology to develop arcade boards and software. The technology, which was purchased from 3DO earlier this year, is also being planned for a home console release by Matsushita. The 64-bit home console is said to rival and even surpass the specs of the Nintendo 64. Konami feels as though it will be able to make good use of the technology in the arcades, as well as in the home market.

Though Konami has not released any titles yet, the first arcade games are expected by the end of the year. Konami, however, is not the only company planning to use the technology for arcade machines. Capcom, makers of the *Street Fighter* series, are also making plans for the M2 technology. We will bring you more on M2 development for the arcades as the information is made available.

Total Immersion

Virtual i-O Unveils $399 Virtual TV Headset

Now TV watchers, videogamers and movie fans alike can experience a private home theater experience via an eight-ounce headset called VTV. For only $399 retail, the glasses provide the viewer with a sharp full-color image which appears larger than most home theater system televisions (comparable to a 62-inch TV screen placed 11 feet away) and with the full-stereo sound provided via built-in earphones, the media experience is a totally immersive one.

VTV i-glasses connect to any video source including TVs, VCRs and all major gaming platforms from Sony, Sega, and Nintendo. Imagine playing *WipeOut* when all you can see is the track and all you can hear is the pulsating soundtrack! Simply awesome!

Other advantages of the VTV i-glasses include the peace and quiet afforded family members or roommates who may not share your enthusiasm for videogaming. And since the product is worn like eyeglasses, users can watch or play in any comfortable position they choose including on their backs, their sides, or sitting up.

In a related note, Virtual i-O is also releasing a virtual reality headset priced at $799 for IBM compatible PCs called the VPC. The VPC i-glasses feature head tracking technology that allows the user to maneuver through virtual environments.



Virtual i-O's new VTV i-glasses allow the gamer to become completely immersed in the sights and sound of their favorite videogames. Order a pizza and coke and you may never see the light of day again!

Monthly Nintendo 64 Delay

Fear not, US gamers! So far, the US date hasn't changed this month

Nintendo has recently announced yet another delay for the release of the Nintendo 64. This time the delay will not affect the US release date of September 30, however. The Japanese release date of April 21 had been delayed until June 23. It will be possible to pre-order the famed hardware in Japan on April 21, and Nintendo expects to have some demo models in stores by the beginning of June. However, it will not be possible to purchase one until the 23rd.

While no official announcement has been made as to why another delay is necessary, it has been suggested that Nintendo is simply not able to produce enough units for the original release date. There have also been rumors of last minute software debugging, including some spit and polish work on *Mario 64*. Nintendo is quick to emphasize that the Japanese delay will have no effect on the US release date of September 30th. We will, of course, continue to follow the progress of the launch that just doesn't want to happen.

What has a 64-bit processor, anti-aliasing, mip-mapping and is impossible to get, anywhere?



Sega Gets Cheap

Sega of Japan announces new streamlined Saturn hardware at cheaper price

Sega of Japan has recently announced that it will be releasing a streamlined, and consequently cheaper, Saturn console in Japan on March 22. The price drop in Japan is the equivalent to about $100 off the US model. The new price has been attributed to advanced manufacturing techniques and a streamlined hardware design. The new Saturn will have the same ultimate specs as the original, but will cost considerably less to make.

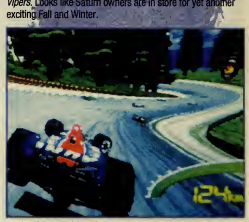
While there has been no official announcement by Sega of America for US release of the new Saturn, there was an official announcement in Japan that it would be coming to the US in the near future. If Sega was able to drop the price of the US model the same amount as the Japanese Saturn, it would make it the cheapest next generation console on the market, beating even the Nintendo 64 when it is released later this year.

Sega Software Announcements

Sega drops *Indy 500* from Saturn development schedule in lieu of possible *Daytona Remix*.

After this past Christmas, no one is doubting Sega's ability to port its awesome Model 2 arcade games to the Saturn. The news, therefore, that Sega has dropped *Indy 500* from its list of upcoming ports to the Saturn is particularly sad to anyone familiar with this great arcade racer. According to sources at Sega, the door has been left open for *Indy 500* to return to the development schedule, but it simply doesn't fit time-wise right now. What's not so sad, however, is the growing rumor of some sort of *Daytona Remix* that's in the works to make up for the less-than-stellar version offered at Saturn's U.S. launch. While Sega will not comment officially about the project, it has been proposed that *Daytona Remix* would not only include improved versions (graphics and frame rate) of earlier tracks, but new tracks as well.

Also in Sega's future plans are a 3D *Sonic* game for Saturn, an awesome-looking action game from Yuji Naka, the creator of *Sonic*, called *Nights*, and arcade ports of *Virtual-On*, *Manx T.T.*, *Virtua Cop 2*, and the incomparable *Fighting Vipers*. Looks like Saturn owners are in store for yet another exciting Fall and Winter.



Racing fans world-wide will surely miss the presence of *Indy 500* on the Saturn. It would have been awesome.

MAJOR LEAGUE BASEBALL PLAYERS

KONAMI XXL SPORTS SERIES

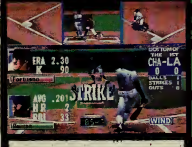
IT'S A WHOLE NEW BALLGAME IN THE BOTTOM OF THE 9TH.

FLUID 3-D POLYGON ACTION

STADIUM ANNOUNCER

700 MLBPA PLAYERS

MEMORY BACKUP



SIGNATURE MOVES

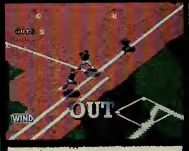
TRADES

FULL SEASON AND PLAYOFF MODES

VOCAL UMPS

ERRORS





3-D INTUITIVE BATTING SYSTEM

TRAINING MODE

WIND CONDITIONS

"PLAY-BY-PLAY" ANNOUNCER

PLAYER STATS





Coming soon on Sega Saturn:

www.konami.com

"BOTTOM OF THE 9TH"

KONAMI.

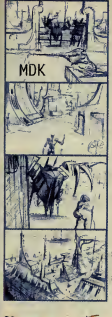
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GAME GOSSIP...

There's a little fat, old, nosey fishwife in all of us. We can prove that. If your pulse races at the thought of fresh, hot gossip, you definitely have fishwife potential!

A Shiny Guy Spills The Beans

What's in a name? Well, a lot, if your name is Neverhood, the development group founded by former Shiny Entertainment staffers Doug TanNapel and Mike Dietz. Supposedly the name is a jab at a brotherhood pact they had with David Perry at Shiny. Both are rumored to have left Shiny under disagreeable circumstances. • After rumors that the Interplay/Shiny relationship was on shaky ground, Shiny's own prez, David Perry set the record straight for ***GAME PLAYERS***, "Interplay are great to work with and the relationship couldn't be going smoother.' On the relationship with *Earthworm Jim* creator Doug TanNapel, 'I and Doug talk almost every week, we're still good friends.' And on games in development, 'Well let's just say we've got some very cool stuff planned.' • We dug and little deeper and found out from another source that Shiny's hot new PC CD ROM game, *MDK (Murder, Death, Kill)* might find its way to the PlayStation, Saturn and M2 formats. The game is about 50% done and is expected to be a far cry from Shiny's standard platform formula. • Also in development at Shiny is a game called *Wild 9's*, which uses what one source calls 'An entirely new engine.' However, these same sources say if you had to compare it with something it would be very much like *Alone in the Dark* or *Resident Evil*. The game is about 10% complete and is expected by the 1st quarter of '97. Both games are expected to cause the same buzz that *Earthworm Jim* helped generate. *Wild 9's* is currently being shopped around the cartoon circuit in Hollywood and is also rumored to already have a toy line in development. We can't wait...



Virtual Boy Bargain Bin

By the time you read this, they may be all gone but, if you're lucky, you still might be able to grab one at your local Blockbuster Video. What are they? Well, they're Virtual Boys! Selected Blockbuster Video stores have been selling used rental units for an unheard of price of $29.95! Normally the units sell for $150, and although there's just a handful of software available for the systems, they are expected to become a highly sought-after collector's item. Rumors have circulated that Nintendo will attempt to re-launch the systems in April, although due to poor third party software support it seems unlikely. So run, don't walk, to your local Blockbuster and get a steal of a deal on a Virtual Boy!

Bits and Bytes

Sega is said to be repackaging the Game Gear as the Kids Gear, with the hardware supposedly dropping to a paltry 59 bucks. • Beginning in April, 3DO will no longer support M2 developers. That from a source close to 3DO who claims Matshushita has yet to give any indication as to how it will proceed with the M2 technology. • Nintendo has a 32-bit portable color handheld in development that will supposedly retail for 100-150 bucks. Will it play Super NES games? Nobody knows... • *Super Mario Kart*, one of the greatest two-player games of all time, has finally come to the XBAND game network. Players can challenge friends over the phone line in both Battle Mode and Racing Mode. Now if we can only talk them into *Bomber Man!* • In development from Black Ops, the same team that brought you *Agile Warrior*, comes *Agile Warrior 2* and *Treasures of the Deep*. • *Bomberman 4* is coming to Super Famicom, indications are that it will make its way to the US. • *Mega Man X*^{3} will be coming to the PlayStation, Saturn and 3DO formats. • *King of Fighters* will make its way to the Saturn on a cart and CD set that SNK plans to bring to the US in August. See ya back here in thirty!

Developers Still Wrestle With Nintendo 64

Now, in addition to the rumors that continue to plague Nintendo's 64-bit monster, comes the rumor that the machine will miss this Christmas. The reason? As one source puts it, 'Nothing is ready and even the first party stuff isn't finished. *Mario* and *Kirby* are further along, but even they have serious problems.' • In addition to the lack of good Nintendo launch titles, third parties argue that they'll have to sell close to 500,000 units per title to even make a profit. Nintendo has been very selective and secretive about the third parties and developers it chooses to work with, and our source claims 'Rare and LucasArts are the best teams'. Their stuff is further along than anybody, and they've got some damn good-looking games.' • Watch for Nintendo to make an earth-shattering announcement at E^3 while Williams will showcase a Nintendo 64 Casino title. While Namco and Williams are already releasing Classic Arcade packs for the PlayStation, we make a plea to Nintendo to bring back some of our great arcade favorites like *Pooyan*, *Donkey Kong* and *Mario Brothers*. These cool games would make a great Nintendo 64 pack-in bonus! *Hint, hint!*





150 North Hill Drive
Brisbane, CA 94005

GAME PLAYERS
SEGA • NINTENDO • SONY • 3DO/M2 • ARCADE

EXCLUSIVE! Subscriber's newsletter

FIRST REPORT!

1996 ACME ARCADE SHOW

You might think that a free trip to Orlando to play all the latest arcade games may sound like heaven, but actually... well, it *was* a lot like heaven. There were games to left of me and girls to the right, there I was stuck in the middle of pure unadulterated (ok, maybe it was adulterated) joy. The two games that drew the most praise were *Virtua Fighter 3* and *War Gods* (Williams new 3D bloodfest). Konami's *Wave Racer* and *Midnight Run*, Capcom's *Street Fighter Alpha 2*, Tecmo's *Dead Or Alive*, Namco's *Tokyo Wars*, Sega's *Gunblade N.Y.* and *Sonic Fighter*, as well as a host of crazy redemption games made the show a complete sucess. There simply wasn't enough time to get to all of these games, but you can bet I tried. The biggest gossip at the show was Sony getting into the arcade business. Sony sent its VP Bernie Stohler and a host of Japanese developers to the show, and in talking with Stohler he said the arcades are definitely in Sony's future. Check out next issue for the full story.



Virtua Fighter 3 — I melt like butter in its presence.

Mike's Top-Ten Attractions at the ACME Show

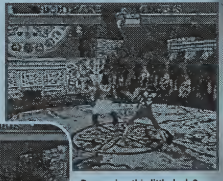


10. Crabby Bill's deadly oysters.
9. *Midnight Run* (Konami)
8. New definition for Wet Naps (don't ask)
7. *Tokyo Wars* (Namco)
6. *Time Crisis* (still great, Namco)
5. *War Gods* (Williams)
4. *Street Fighter Alpha 2* (Capcom)
3. *Virtua Fighter 3* (Sega)
2. The Acclaim girls, mmmm...
1. Drinking at Disney!

* NOTE: Mike doesn't actually say 'Hey, Yo'.

THE GODS HAVE SPOKEN

After *Virtua Fighter 3*, the second-biggest attraction at the ACME show was easily William's much-anticipated *War Gods*.





Recognize this little lady? Yep, that's Kerri Hoskins (Sonya Blade of *MK3* fame) under all that leather.

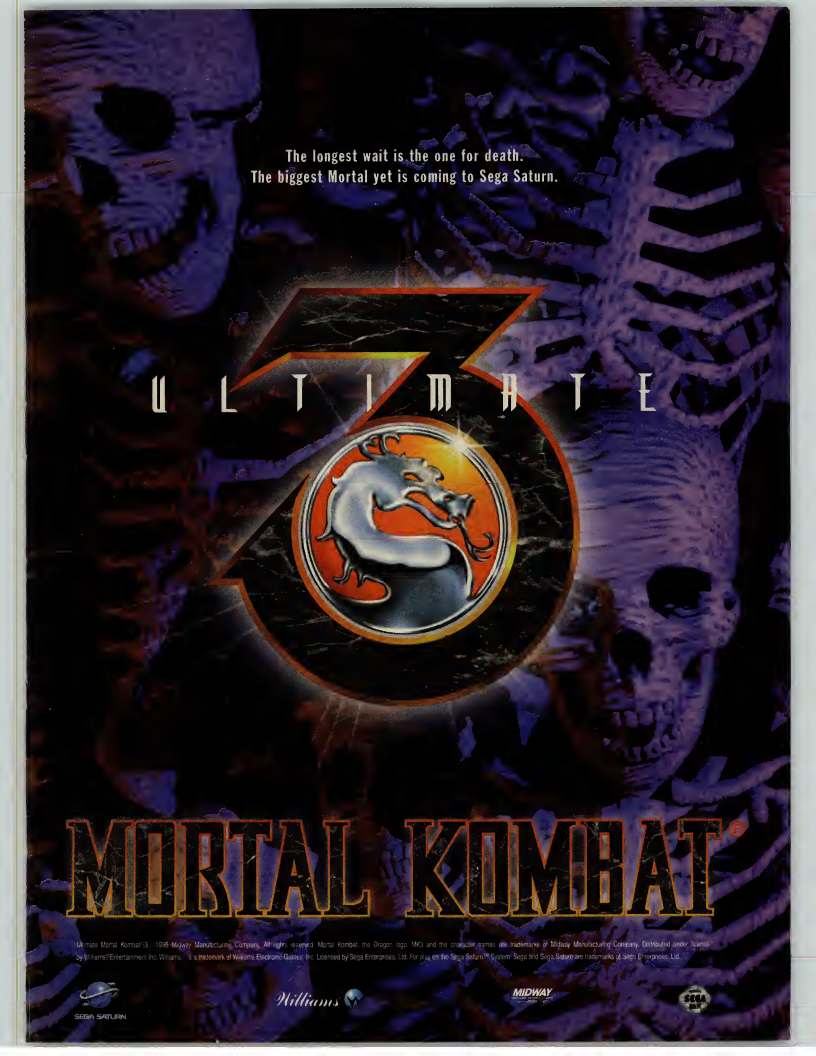


The action in *War Gods* is perhaps more 3D than in any other fighting game to date. Time will tell if the extra freedom of movement helps or hurts the gameplay.

DO THE DANCE


HEY GANG, WANNA LEARN A COOL NEW DANCE?
JUST WATCH ME!
LIKE THIS?
GOOD! YOUVE GOT IT!
NEXT, MOVE YOURSELF THIS WAY AND REALLY LEAN INTO IT! C'MON AND FOLLOW ME, GUYS! IT'S EASY, YOU CAN DO IT!
I CAN FEEL THE GROOVE!
GREAT JOB, GANG! JUST KEEP ON DANCING...
WIMPER!
...RIGHT INTO THE BOX!!
HA HA HA HA!
KEEP ON DANCIN', SUCKERS!


? ? ? ? ? ? ? ? ? ? ? ? ? ? ?
MAKE YOUR OWN GP CARTOON!! FILL IN THE BLANKS AND SEND IN YOUR TOON! THE COOLEST ONE GETS A MYSTERY PRIZE!!!



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SEGA SATURN

Williams

MIDWAY

SEGA



Hit Lists...

Send in the title of your favorite game to the *GAME PLAYERS* website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like *Mark Whitehead, of Canton, OH!* His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

Our Reader's Top Ten

Based on our reader mail!

1. **Killer Instinct** — Super NES — Nintendo
2. **WipEout** — PlayStation — Psygnosis
3. **Virtua Fighter 2** — Saturn — Sega
4. **Battle Arena Toshinden** — PlayStation — Sony CE
5. **Donkey Kong Country 2** — Super NES — Nintendo
6. **Chrono Trigger** — Super NES — Squaresoft
7. **Twisted Metal** — PlayStation — Sony Interactive
8. **Donkey Kong Country** — Super NES — Nintendo
9. **Final Fantasy III** — Super NES — Nintendo
10. **Virtua Cop** — Saturn — Sega

Our Own Deluxe Top Ten!

Based on what we play when we should be working!

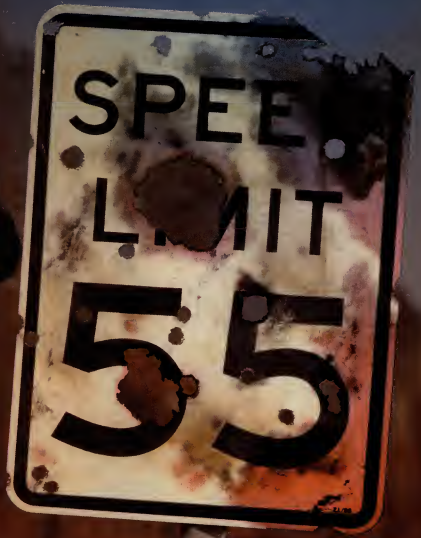
1. **Fighting Vipers** — Arcade — Sega
2. **Soul Edge** — Arcade — Namco
3. **Street Fighter Alpha** — Saturn — Capcom
4. **NBA Live '96** — PlayStation — EA
5. **NBA Jam Extreme** — Arcade — Acclaim
6. **Powerplay Hockey** — Saturn — Virgin
7. **Worms** — Saturn — Ocean
8. **Night Warriors: Revenge** — Saturn — Capcom
9. **Super Bomberman 2** — Super NES — Hudson Soft
10. **FIFA Soccer** — PlayStation — EA

Write In And Win A Game!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game system you own! Send your postcard to: Write Yer Own Darn List!, *GAME PLAYERS*, 150 North Hill Drive, Brisbane, CA, 94005. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list!

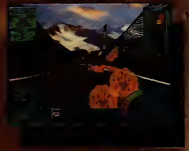
Speed isn't all you'll need.





IMPACT RACING

A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons including guided missiles and a firewall to barbeque any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychotic bonus track, a humongous kill-fest that rewards you for how vicious you are.





JVC
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FUN COM

PlayStation

SEGA SATURN

KID TO ADULTS
K-A
AGES 6+

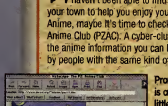


Web Stuff...

For anyone not yet familiar with the ways of the Internet and Web surfing, here's a quick lesson: You can find anything on the net and it's really cool as long as you don't mind being part of the geekiest movement to hit modern society since videogames. Our decision to cover some of the best anime sites in our Web Stuff column this month is one that should, no doubt, be a thrill to all you Manga fans out there. There is, after all, no better way to get free anime images, release schedules and general information about the industry and those involved in it. Hell, you might even find a great anime club to join through some of the sites listed below. At very, very least you'll get to download some cool anime art for your computer.

Project Z Anime Club

Hey, if you were thinking that it would be fun to belong to an anime club, but you haven't been able to find enough people in your town to help you enjoy your interest in Anime, maybe it's time to check out Project Z Anime Club (PZAC). A cyber-club, PZAC offers all the anime information you can handle, presented by people with the same kind of fanaticism about the subject as you. One feature offered here that is pretty tough to find elsewhere is the live chat room. Being able to communicate directly with other fans really enhances the club-like atmosphere of this site.

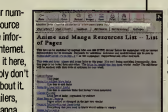


Project Z is a cool little cyber-club for anyone interested in the field of anime.

The Anime Pages is a great general information site including tons of useful links.

Anime & Manga Resource List

This is your number one source for anime information on the Internet. If you can't find it here, then you probably don't need to know about it. From art to retailers, The Anime & Manga Resource List is little more than a giant list of anime links. Probably the best aspect of this particular site is the well-organized presentation. If you're looking for anime clubs, you can head straight to club pages, or if you're just trying to find some cool images to decorate your computer screen, then you can head right to the gallery sub-section and, soon enough, you'll be perusing some of the best gallery sites on the net.



It may not look like much, but the Anime & Manga Resource List does its job very, very well.

AnimEigo

Where do you go to buy anime items on the net? AnimEigo is a pretty good start. From laser-disc movies to high quality art, this site pretty much has it all. The thumbnail option (one of the better thumbnail options because of the relatively low load time and large images) allows you to look at movie posters and the like for an enticing little store-front atmosphere. There is also quite a bit of general anime news and information offered on the AnimEigo site, making it a nice all-around place to visit when you're in a buying mood, or if you're just browsing.



The thumbnail option allows easy browsing through Animeigo's extensive list of Anime titles.

The Anime Pages

Yet another awesome anime site is the Anime Pages. Much like the Anime & Manga Resource List, this site is more of a listing of links than anything else, but there are quite a few files, pics and other tidbits on the actual site. Another feature that is particularly cool about the Anime Pages site is the listing of sound files. Impress your friends, collect them all!



Harvard Anime Society

The next time someone tells you anime is a less-than-dignified way to spend your time, ask them if they would give the same advice to a student at Harvard University. I guess it's a sign of the times, but Anime is finally being elevated to the level of high art. Subscribe to their e-mail list, if you like, and get all the information on the club's showings and general dealings. If the club is half as well-organized as the web page, it's sure to be pretty good.

The Harvard Anime Society Homepage is sleek and easy to use. Who knew?



The Gallery of Cute Anime Characters

How could we resist writing about a site like this? The title pretty much sums it up — a gallery of cute anime characters filled with all your favorites, and some you've probably never heard of. This site is for all you fans with big hearts that melt at the sight of a big toothy smile or little girls in tiger suits.



If little girls dressed in tiger costumes is your thing, this is the place for you.



MEET KRAZY IVAN...

HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT



AGAINST A RUTHLESS ROBOTIC ALIEN HORDE, WITH THE HUMAN RACE UNDER SIEGE, ONLY THE MOSCOW MADMAN CAN SAVE US NOW!

HE'S THE NEXT RUSSIAN REVOLUTION



2 PLAYER LINK COMPATIBLE

http://www.sony.com

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In Related News...

It's been done with comic book series, puppets and cartoon characters, and now video games are being turned into major motion pictures as well. This month's In Related News is dedicated to the art of turning a successful video game into a live-action movie. The ball started rolling with *Street Fighter the Movie* just a few short years ago and, though most would agree that the movie just wasn't that good, it did quite well at the box office. Then came the mega-successful *Mortal Kombat* movie and again the public showed their approval with big dollars. Now as we near the summer movie rush, we are facing quite an impressive line-up of game to movie prospects, including a sequel to *Mortal Kombat*. With the sheer number of releases due this year, it's certain at very least that the movie studios are taking the gaming industry very seriously. Now, if we can just get a few good movies out of them, we'll be in great shape.

Mortal Movies Again

From Threshold Entertainment, makers of the original *Mortal Kombat* movie, comes the announcement of several new games to movies projects. Topping the list is the much anticipated sequel to the *Mortal Kombat* movie. While this sequel is too early in development to really talk about just yet, it is, in fact, in development. So, for anyone still brooding over the cliffhanger ending of the first *Mortal Kombat* movie, rest assured their are answers coming. In the mean time be sure to check out the video release of *Mortal Kombat: The Journey Begins*. Featuring state of the art animation, Threshold is eager to support the *Mortal Kombat* license in a quality manner. Look for the sequel to *Mortal Kombat* movie to be released about the same time *Mortal Kombat 4* hits the arcades.



Mortal Kombat II — the Movie will certainly answer all the questions that the original left us wondering.

7th Guest Big Screen Bound

Also from Threshold Entertainment comes news of an agreement to make a feature film based on Trilobyte's *7th Guest* and its sequel *11th Hour*. The two titles take place in haunted mansions and employ dynamic visual effects combined with twisted story elements. Both CD-ROM titles were major success stories in the PC market and are rumored to be on their way to consoles like the Saturn and PlayStation. The game's dark and spooky themes combined with state-of-the-art visual effects are sure to be a powerful starting point for movie makers and their Hollywood magic.



With its dark and moody look, *7th Guest* should make for one scary-as-hell movie.

Live Action Akira

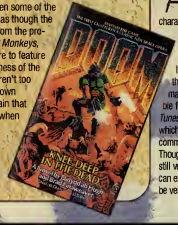
The news on this one is still in the rumor stage, however, it is certain that a live action *Akira* movie is in the works here in the States. There has been very little secured so far. Rumors of involvement from producer Edward R. Pressman *(Conan, Judge Dredd, City Hall)* are fairly certain and a list of possible directors includes Marko Brambilla *(Demolition Man)*. While the *Akira* series originated as Japanese animation from creator Katsuhiro Otomo, the movie being proposed now will be live action and will feature Western actors. The idea is to broaden the appeal of the Akira phenomena with a western audience. There is also the possibility of a corresponding video game, but Otomo is extremely protective of his character and the game would have to be awesome. More details to come.



We're all Doomed



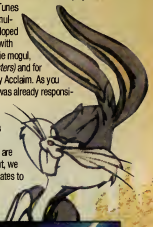
Just few months ago we featured the *DOOM* novels in Related News and, while they may have been some of the worst 'literature' ever created, it seems as though the movement is far from over. From the producer of Terry Gilliam's *12 Monkeys*, *DOOM* — the movie, is sure to feature all the dark and gory goodness of the game series. While there aren't too many details being made known about this future nightmare, it is certain that the walls won't get all pixelated when the actors get too close to them.



Who knows what to expect from this one? Let's hope *DOOM* — the Movie is better than the novels.

Space Jam
the movie/Commercial/Game

Actually inspired by the Nike commercial in which Michael Jordan plays basketball with the Looney Tunes characters, *Space Jam* is simultaneously being developed for the silver screen with the assistance of movie mogul, Ivan Reitman *(Ghostbusters)* and for the *videogame* market by Acclaim. As you may remember, Acclaim was already responsible for publishing *Looney Tunes Basketball*, a game which resembles the famous commercial quite closely. Though the game and movie are still very early in development, we can expect the two release dates to be very close.



Zork: The Movie



Based on Activision's classic PC adventure series, *Zork*, Threshold Entertainment has committed to creating a major motion picture to match the efforts of the PC titles. *Zork*, a weird and intricately detailed fantasy world, is sure to translate well to the big screen. With a company of Threshold's stature, we can be sure the movie will maintain the same level of quality as the games. There are also plans to translate *Zork* into a live action television series. It is not yet certain which will come first.

Based on the immensely popular adventure series, *Zork The Movie* will have to be pretty good to live up to its reputation.



A live-action *Akira* movie? It should be extremely interesting.

The Crow Returns



Not many expected a sequel to *The Crow*, but it's coming.

After the tragedy of Brandon Lee, son of the legendary Bruce Lee, dying on the set of the cult hit *The Crow*, many wondered if there would be a sequel to the movie. There's no need to wonder anymore. There is going to be a sequel called *The City of Angels* and it is due out August 9th. The director is Tim Pope and stars include Vincent Perez, Mia Kirshner and Iggy Pop. Now, of course, the original movie was not based on a video game, but on a comic book character, however, there is a videogame from Acclaim based on the movie currently in the works.

PREVIEWS

ULTIMATE MORTAL KOMBAT 3

Williams Entertainment for Saturn

As one of the most highly anticipated releases of 1996, *Ultimate Mortal Kombat 3* brings all the goodness of the arcade favorite to the home. It comes as somewhat of a surprise (and a coup for Sega) that the game is being ported exclusively to the Saturn, since the first *Mortal Kombat 3* game was a PlayStation exclusive. PlayStation owners must now settle for the news that a new, but different, *MK3* game is in the works for a holiday release.

Although *UMK3* is still a 2D fighter, that won't phase its legion of fans. What *Mortal Kombat* fans will focus on is the return of Kitana, Jade, Scorpion and Reptile, four favorite characters from previous *Mortal Kombat* games. All of the *UMK3* characters possess their original moves plus a wide range of new ones including new Friendships, Fatalities and Babalities. In addition to the 16 standard characters, there are also several hidden characters.

Another highlight of *UMK3* is the extensive new artwork including four all new battlegrounds: Desert, Cavern, Hell, and Waterfront scenes. The backgrounds bring exciting new play scenarios to the game. But perhaps the most interesting feature is the selective finale that allows the player to determine how the game ends.

As these early screen shots show, the Saturn seems to be handling the graphics of the game at least as well as the PlayStation. *UMK3* for the Saturn is scheduled for a second quarter release, so we should have a reviewable copy in pretty soon.

Immortality?

Sure, there's new backgrounds, hidden characters, and the return of some *MK* all time favorite characters, but can *UMK3* thrive in a world filled with 3D polygon fighters? If you ask *MK* fans, it's a resounding 'Yes!'







More than Meets the Eye





Once again, hidden things look to play a big part in the success of *UMK3*. Codes and special powers will add to the replay value of the game. And if that's not enough, how about team play?

Hey! That's Cheatin'!



UMK3 lacks the pure fighting style and the 3D environment of *Virtua Fighter*, but that won't matter a lick to *Mortal Kombat* fans — they'll use every trick in the book to spill some blood.

Next Generation @$$ Kickin'

The Saturn seems to have no problem transferring the arcade experience into the Outworld homes of *MK* fans. In other words, prepare to kick some serious booty.



FORMULA ONE WORLD CHAMPIONSHIP

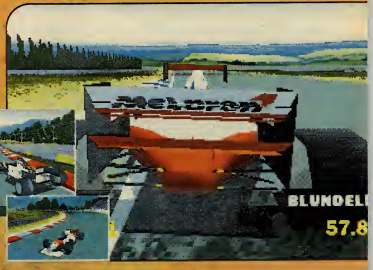
Psygnosis for PlayStation

They were starting to be known as the game developers formerly known as Psygnosis, but with its departure from mother Sony's arms, *Psygnosis* is once again *Psygnosis*. And no matter what you call it, Psygnosis has been the prize PlayStation developer, with hits like *Wipeout* and *Destruction Derby*. *Formula One* is the next big title from the Liverpool-based developers.

F1 has the complete Formula One license, which means that every driver from every team competes on every single Formula One track. Even the buildings behind the Monte Carlo track are perfectly placed. Throw in the commentating of Murray Walker (basically, the voice of Formula One Racing) and you have a great sim. However, not many Americans really care about Formula One racing. We assure you that doesn't matter, because *F-1* is much more than a sim. The racing is fast, smooth, and competitive with several views and some gorgeous tracks.

Just racing around the many tracks in arcade mode is a total blast, but once you start to learn the nuances of Formula One racing, this game gets even better. Playing through a full-season gives *F-1* a distinct advantage over other racers in pure replay value. The inclusion of 17 different tracks adds even more to the total replay value.

When we raced this one around, we were awed by the combination of graphics, speed, sound, realism, and pure gameplay. If this game came out now (several months before it's complete) it would be great! We can hardly wait to see what else they can do.





Race a full season, or you can just play the arcade mode and do the usual power slides. It's great to have a choice.



Several views allow you to race how you like. Some of them don't work well for racing, but they sure do look good.



Something in a Ferrari doesn't corner different than a Pinto. You need to approach the turn by taking the proper line, which adds to the strategy.



With 17 tracks and a season mode, *F-1* may never get old.

TOMB RAIDER

US Gold for Saturn & PlayStation

Without hesitation, it can be said that *Tomb Raider* from Euro-developer Core, is shaping up to be one of the coolest games on the 32-bit platforms to date. What's so cool about the game? Well, we can start with the fact that the game's hero is actually an awesome heroine named Lara. Let's just say that even without the two-handed pistol action, you'd probably be eager to do anything she says. Once you've come to terms with Lara, then you can start thinking about how cool it would be to have total freedom to explore giant, intricate and just plain cool-looking tombs with lots of secret passages, traps and items a la Indiana Jones. Of course, running Lara around these enormous levels wouldn't be much fun if you didn't have anything upon which to use her dual pistols. Therefore, there are plenty of real 3D enemies (not the paper-thin enemies of games like *DOOM*), including bears, wolves, snakes etc. Once you've managed to control your excitement over the big picture elements like Lara, the awesome environment and the threat of being attacked by huge 3D bears, then it's time to start checking out the beauty of the details. The use of true light-sourcing in both the Saturn and PlayStation versions give the game that extra sense of realism that takes this title to a new level of quality. Another aspect of the game that could make this game a top-notch contender for game of the year is the story. While an intricate storyline is currently being worked out for the game, there is already the promise of plenty of adventure-style puzzle solving, combined with the awesome action. In the end, no matter how great this early effort ends up being, it's almost enough right now just to see Lara pull out her dual pistols and aim them in the direction of multiple approaching bears.

Look for more as soon as we can get our hands on it. Awesome!



The immensity of the environment is enough to get excited over.



Both the Saturn and PlayStation versions display dramatic light-sourcing.

Better Lookin' Than Indy Jones!



Exploration is a big part of *Tomb Raider*.



We don't care what this looks like — she's definitely NOT dancing with wolves! Really!

Lara's smooth motion-capturing is a sight to marvel over. It must be seen to be believed.

It would appear that our heroine is a firm believer in the 'Two guns are better than one!' policy. From what we've seen of her adventures so far, we think it might be advisable to carry three or four weapons!

Pistol-Packin' Mama!



Evidently one gun isn't adequate when it comes to tomb raiding. Good thing!

IRON RAIN



Blasting your way through nature's beauty is a necessary evil.

We've been following this one for quite some time in the Japanese press and, now that we've finally been able to get our hands on it, we can say for sure that it's been worth the wait. Full 3D mech-combat in a multitude of environments is a good start for explaining this title. Now that you've got the basic idea, add multiple weapon choices, various weather conditions, intricate mission objectives, night fighting, extremely fast-moving action and, most of all, flying abilities. Essentially, this game has everything you'd hope for in a mech battle game.

Probably the most impressive aspect of gameplay is the flying capability of your mech. Lasting five to ten seconds at a time, you can use your jets to both hover and move high above the ground while targeting enemies below. Extremely user-friendly controls easily accommodate a large field of vision. In short, you can both look and target in any direction at a moment's notice.

Another aspect of the game that becomes more and more impressive as you spend more time with the game is the enemy's artificial intelligence. Sure, maybe on the first mission you can run right up to an enemy and blast away, but by the time you reach the third mission, enemies are hiding behind trees, stalking you from behind and hitting you from above. Learning how to track down and destroy the many enemy mechs is a definite art. A must-have for all Saturn-owning action fans, *Iron Rain* is top-notch gaming on every level.

Sega for Saturn



Taking out air targets is just another one of your responsibilities as a mech-warrior.



The night level is especially spooky when the lead starts flying.



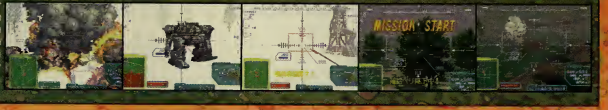


Learning to call upon the strength of your varied arsenal is an important part of mastering *Iron Rain*.

Tracking down and destroying mech enemies becomes more challenging with each level.

Who Cares About The Weather?

The various weather conditions have a dramatic affect on the quality of the game. The fog is a particularly dangerous touch.



Sol: POWER

Atlus for Arcade

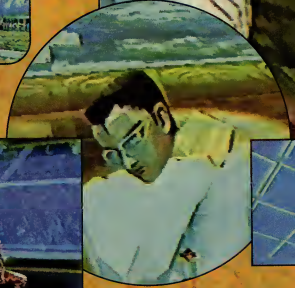
The makers of *Power Instinct*, a 2D *Street Fighter* clone, have gone into the third dimension in an attempt to latch on to the polygon brawler. The characters are real solid, as are the backgrounds, but the movements just aren't as smooth as a *VF2*. This game is still real early, so we do have hope that *Sol Power* could be a great game. One problem with the game right now is that the characters are either clones of other fighting characters or just plain ludicrous. Still, if the fighting is smooth, that won't matter much.

We look forward to playing this one and will let you know when we do. Check the arcade pages for more on this brawler.



If this character isn't a complete *Akira* rip-off, then I'm not sure what is.









The rest of these characters look solid, but even the big furry ones seem to lack character.

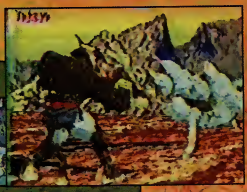
Fist Fight, Anyone?

The fighting looks a bit jumpy, but ring outs, attacking on the ground, and some interesting weapons have us excited.











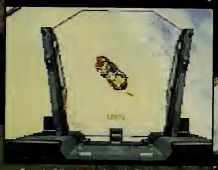
The realism of *Bogey: Dead 6* can be seen from the very opening seconds of gameplay.

Bogey: Dead 6

Sony for PlayStation

Recently it was announced that Sony would be bringing over a game that many consider to be the perfect follow-up to Namco's *Air Combat*. *Bogey: Dead 6* combines real flight mechanics with a dose of arcade-style action. *Bogey: Dead 6* takes you into a multitude of missions with dire consequences for shoddy performance, including night missions, fixed and moving targets and an arsenal of weapons. This title should please even non-flight sim fans.

While *Air Combat* was a great game for early PlayStation development, graphically the game left something to be desired. *Bogey: Dead 6* shows quite convincingly what is possible on the hardware. The game has also been developed to work with Sony's new analog flight stick. It should be exciting!



Forget all those arcade-style flight moves — this game is strictly bound in reality.



Baku Baku

Sega for Saturn

Now hear this: *Baku Baku*. Engrave those words in your mind, because if the reaction of our office is any indication, this game could totally enslave the human race and cease any semblance of productivity for mankind. Want to stop a war? This is your game.

We know, we know — It's just a puzzle game! But not since *Tetris* has a tsunami of puzzle game fever so thoroughly deluged our office. In *Baku Baku*, players line up pandas, monkeys, rabbits and dogs with their favorite foods. Every time an animal munches away, it clears your screen and pushes your opponent towards defeat. As ridiculous as it may sound, this cutesy puzzle game grabs an insidious hold over you. Trust us, you will become addicted to this title.

Oh! It's So Cute!



Torment A Friend

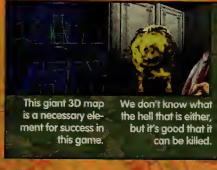


The game really comes to life when you play a human opponent and send him a deluge of animals and food. Of course, being able to escape defeat at the last possible moment is what separates *Baku Baku* from the crowd.



Yes, it looks like a million other puzzle games, and what's worse, it is really cute. But despite it's 'ick' factor, you will not be able to put it down once you begin.





This giant 3D map is a necessary element for success in this game.

We don't know what the hell that is either, but it's good that it can be killed.

Tokyo Highway Battle

Jaleco for PlayStation



Man, it's only been a month since we last visited *Tokyo Highway Battle*, but wouldn't you know the traffic has gotten even worse. In all seriousness, the latest version of this racing game that we received has livened up the gameplay by placing a lot more obstacles in your racing path. There's a certain evil delight in weaving your way through a sea of buses, 18-wheelers and commuter cars. The previously sloppy steering control also seems to have been improved somewhat also, so there is definitely the potential for this game to break into the upper echelon of racing titles.

Graphics for the *Tokyo Highway Battle* are above average...although they aren't quite as smooth as the premier racing titles out there. But the circuits are based on actual Tokyo expressways and there is high attention to detail, with visible tread on the tires and even brake lights that work.

Areas of concern for the game are that the sense of speed doesn't seem to come across as well compared to the earlier version we tried. Of course, one of interesting aspects of the game is the ability to hop up your car with over 70 different engine and suspension modifications. It could be that the truly hot rides aren't available until you've progressed further into the game. As it is, it's a bit early to determine whether there needs to be some tweaking of the game or whether the real fun comes deeper in the game.



In a nice change of pace, you don't pilot some high priced super car in *Tokyo Highway Battle*. Instead, you'll be surprised at what a little tweaking can do to that little economy car in your garage!



Things seem to have gotten a little busier since the last time we took this route. All in all, it's probably a good thing that reckless driving on the highways of Tokyo just got a little more interesting!

Shokendo

Jaleco for PlayStation

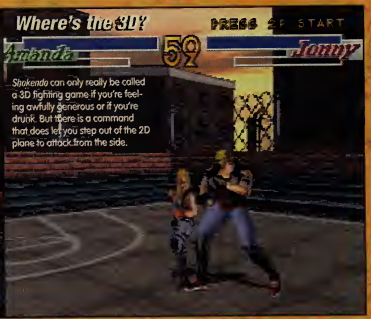
Well, we've finally got a playable version of this 3D fighter from Jaleco and frankly, it's a little stretch to call it a 3D game. Sure, there's a command that allows you to step out of the 2D plane, but the game seems a lot more reminiscent of *Killer Instinct* than *Virtua Fighter* or *Toshinden*. In fact, most people who walk by tend to mistake Shokendo for a side-to-side 2D fighter.

But as we all know, just because a game isn't 3D doesn't mean it can't be a good fighter. *Shokendo* still possesses an interesting bunch of characters and the inclusion of a power-up meter adds to the gameplay. A more in-depth appraisal will reveal whether the gameplay balance earns a place of honor in the fighting game arena.

Feel the Power!



A power-up meter lets you charge up to deliver a powerful special attack against your opponent. Not too original, but it is a nice touch.

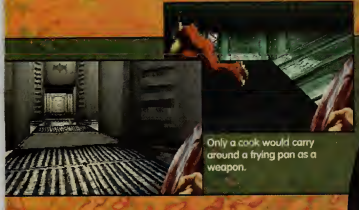


Shokendo can only really be called a 3D fighting game if you're feeling awfully generous or if you're drunk. But there is a command that does let you step out of the 2D plane to attack from the side.

PO'ed

Accolade for PlayStation

There was a time when all it took to make a successful 3D video game was a first-person POV, a floating gun, and lots of corridors. Of course, fifty clones later, it's going to take a little more and that's exactly what *PO'ed* is prepared to offer. With enormously intricate levels, bizarre enemies at every turn and the ability to move in all six directions, this is definitely not your average 3D adventure. If you love *DOOM*-style games, then you're in for a real treat. If you've never developed a taste for them, then you may just find *PO'ed* a welcome variation.



Only a cook would carry around a frying pan as a weapon.

Project Overkill

Konami for PlayStation

After an early preview tape that was shown at last year's E³ show, there hasn't been much news regarding this violent and bloody action game. After Konami's successful launch of its sports titles earlier this year, they now seem ready to shift their focus to the action genre. As you can tell from the screen shots, the game seems to have all the elements that appeal to ***GAME PLAYER*** readers — blood, blood and more blood!

Project Overkill promises to be an especially deep and twisted game, with over 50 mission scenarios and a multitude of gruesome death scenes. Characters, graphics and effects are all 3D-rendered. As if twisted gameplay and outrageous body counts weren't enough, Konami promises strategic elements in the gameplay, backed by a digital-quality, full-orchestral-type music score.

Blood, guts, and a night at the orchestra. Sounds like culture to us!

Blood Donation Time!



Man! Just look at the body count! This is just the type of game that horrifies parents and politicians alike. If the gameplay holds up, we just may be witnessing a new low in civilization and a new high in videogame development.

It's not just a job...



A game of utter destruction just warms our hearts. Like we always say, "If it don't bleed, blow it up!"

Panzer

Man, it's hard to even believe how far this game has come from its inception. Sure, we all expected a great-looking shooter like the original *Panzer Dragoon*, but Sega really went beyond the call of duty on this one. With new levels, like the snow level, and lots of new paths to explore, this game just keeps getting better every time we see it. Look for a complete review next month!



Some of the artwork in the later stages is simply not to be believed.







With scenes like these, it's hard not to be excited about seeing the final version of this monstrous game.

More Power, More Power!



Dragoon II Zwei

Sega for Saturn



Panzer Dragoon II Zwei would be enough of a thrill with the graphics alone, but add the dynamic gameplay and you've got a quality title on your hands.

Impact Racing

JVC for PlayStation

While it's just like racing down the L.A. freeway, it's not as dangerous. You're armed with lasers, mines, missiles, and walls of fire, as you race against the clock, trying to destroy as many cars as possible before you finish the track. It's not racing in the traditional sense, since it doesn't matter what place you finish. You just need to make it to all the checkpoints and destroy as much as possible.

The game moves real quick, but the three simplistic tracks don't compare with the likes of *Wipeout* and *Ridge Racer*. The combat is definitely interesting, but this could be a game for only certain people, who like more combat than racing.



The purpose of this game isn't to win, but to destroy all the other cars on the road.

Deadly Skies

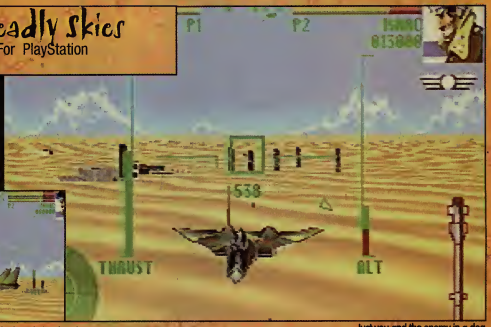
JVC For PlayStation

Take any one of eight fighters into the sky for a good old fashioned dog fight, with none of those crazy missions to get in the way. It's kind of like a fighting game, but you're in the air. Early problems stem from the lack of depth in gameplay, and some real simplistic graphics. It's also extremely hard to locate your target and doesn't handle much like a flight sim or even a video game.

The finished version isn't in yet, so we'll hold our judgement. If your looking for a straight dog fight, then *Deadly Skies* is one to watch.



The planes look real nice, but the backgrounds are booooring.



Just you and the enemy in a dog fight to the death. Sound fun? Then watch for the review next issue.

Ganymede

Rocket Science for PlayStation

Still extremely early in development, *Ganymede* is a promising space shooter game with a likable twist. Operating a heavily-armed frictionless sled will undoubtedly take some getting used to, but therein lies the fun. Sliding around the rugged surfaces of the moon and various other planets is a seriously wild ride, combined with plenty of fierce shooting action. Developers at Rocket Science promise us unique environments and lightning sharp AI, making for an all-around exciting gaming experience.



Aquanaut's Holiday

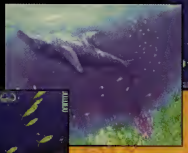
Sony for PlayStation

This is a tough one to talk about in a games magazine since, for all intensive purposes, it's not a game. *Aquanaut's Holiday (AH)* is an explorative adventure under the sea with plenty to see and experience, but there is no ultimate goal that would transform the experience into a game. There is no doubt that *AH* is a relaxing, enjoyable time-killer with lots of hidden stuff to find, including such notables as the Great Wall of China (go figure). There is plenty of fun to be had, but it's non-traditional video game fun. If you've dreamed of exploring shipwrecks, interacting with sea life or just plain swimming around underwater for a really long time, *AH* is the sim for you.



That's right, you're swimming under water, and there's some fish over there. Go check them out.







Exploration is the name of the game, go explore.



Look, o shark. It's like Discovery Channel.

Death, Destruction and Demons

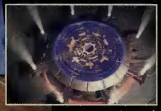
Devil Summoner

Atlus Software for Saturn

Although we've only got a Japanese version of this game, it is already whetting our appetites for this supernatural thriller that puts a twist on the traditional RPG format.

Starting out as a Tokyo college student, the main character's soul is soon transported into the body of a special private detective known as a 'Devil Summoner'. The goal is defeat various demons encountered throughout the game as you explore Tokyo, while solving supernatural phenomena, and ultimately returning your soul to your body which lies in a coma-like state in the local hospital.

Game exploration is done in the first person perspective, while maps are viewed in the third person. Gameplay is comprised of interaction with other characters, collecting money, upgrading your inventory and engaging in battle with creatures. A unique feature of the game is that your interaction with monsters determines their reaction. Monsters may also be combined to form new monsters, with the game boasting over 200 different available monster combinations.



Right from the opening intro sequence you know that this is going to be unlike any RPG experience you've ever had. No more short, fat, round headed guys searching for gold coins. There's definitely something strange and chilling going on here...

Trust No One





Though there isn't ony ground breaking advance in the gameplay, it does seem story-intensive, which is good. At least there appears to be some variety in the control interface.





These artist renditions of *Rocket Jockey* gameplay should be pretty close to the final product.



Rocket Jockey

Rocket Science for PlayStation

Though *Rocket Jockey* is still too early to get a good idea of what the game will look like, Rocket Science has spent a great deal of time working on the gameplay. The concept is pretty damned exciting. Riding atop a rocket-powered cycle, equipped with tether cables and various weapons, *Rocket Jockey* pits you against a cast of other jockeys in this fast-paced future sport. Look for more details in the upcoming months.

TUROK: THE DINOSAUR HUNTER

Acclaim for Nintendo 64



Despite the delays that plague the release of the Nintendo 64, progress is being made on the software being developed for it. As some of the first shots available from a third party developer, Acclaim's *Turok: The Dinosaur Hunter* seems to indicate that once Nintendo 64 is available, it will have been well worth the wait.

Although these shots were taken from a videotape of animation tests for the game, you can't help but think that, if the game control is as good as the visuals, Acclaim will have a definite winner here. The jungle environment is simply awesome, with eye-popping temples hidden within gorgeous tropical vegetation. The dense mist shrouding the jungle arena provides an air of mystery, as well as a cloak for the many enemies lurking within. Beyond the exquisite graphics, one of the most impressive aspects of *Turok* is the character animation. From the human characters to the menagerie of hungry beasts, movement seems smooth and utterly realistic.

Of course, all the great animation and graphics won't amount to much if the gameplay doesn't live up to its potential. This is certainly a valid concern, considering Acclaim's past efforts. But rarely has such an early look at a product impressed us as much as *Turok*. It's just another morsel that keeps our mouths watering for a Nintendo 64.

Howdy Neighbors!

From the giant Preying Mantis, to the T-Rex, to the Raptors; all sorts of vicious, blood-thirsty creatures seem to inhabit *Turok*. You 'd better hope that they decided to become vegetarians! (That way, they'll just eat Patrick!)







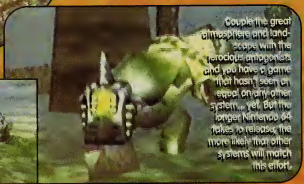


Club Shred



Though all we've seen are scenes from the jungle, you can't help but be impressed with the foreboding temples, the dense, vibrant plant life, and the threatening jungle mist. Did you hear something snap?

Predators Paradise

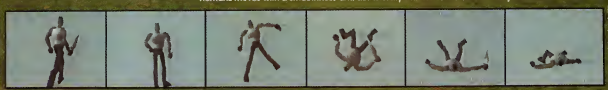


Couple the great atmospheric and landscape work with the ferocious dinosaurs, and you have a game that hasn't been on equal on any other system... yet. But the longer Nintendo 64 takes to release, the more likely that other systems will match this effort.



Awesome Animation

The high-point of *Turok* seems to be in its superb character animation. Everything from dinosaurs, to battle mechs, to humans moves with a smoothness and authenticity that takes the breath away. Take a look at this animation of a person being thrown into the air. I can feel his pain!





HYPER-EXCITING, ULTRA-VISUAL, 100% PURE...

Japanese PREVIEWS

Arc The Lad II

Sony for PlayStation

As we in the States prepare for the release of *Arc The Lad*, our Japanese counterparts are about to be treated to the sequel. Graphically, there seems to be a pretty dramatic step-up when compared to the original. While the game maintains its cartoony look, if these pictures are any indication of the rest of the game, it will be more sophisticated. Beyond the graphics, we can only hope that there is more emphasis placed on the storyline than in the original. While the fighting engine in *Arc the Lad* is pretty enjoyable, it would be nice if the sequel is a little less fighting and a little more exploring. Either way, there's a reason why the first game was so hugely popular in Japan. We can be sure the sequel will offer even more of what made the first one so good. In the mean time, it will be up to the US market to make up its mind about the first installment in this new series for the PlayStation. Don't look for this one to come to the States anytime soon, but with Sony's commitment to the series, we can be sure to see it here eventually.



While the original *Arc The Lad* was definitely a good-looking game, never did it display this kind of detail.



It's good to see that some elements, like the zeppelin, have managed to survive from the original.



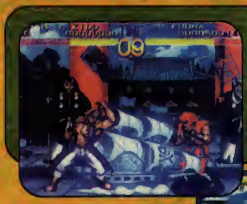
While the graphics are still in the traditional RPG style, there seems to be some effort made to create a 3D atmosphere.



World Heroes Perfect

SNK for Saturn

From SNK (Neo Geo), the masters of the 2D fighter, comes one of their most popular brawlers ever for the Saturn. With a graphical shot in the arm, this looks like it's going to be a pretty good game, and will, no doubt, make Saturn-owning SNK fans very happy. All signs point to this one coming to the States pretty soon.



Taking advantage of the Saturn's graphical prowess, *World Heroes Perfect* looks better than ever.



Fans of SNK 2D fighters are sure to be pleased with this first-rate translation of *World Heroes Perfect*.



If the gameplay matches these graphics, we should have a hot game on our hands.

Return To Zork

Activision for Saturn



With its simplistic and somewhat traditional interface, there should be no problem translating the game controls from PC to console.

A sequel to one of the most popular adventure series of all time, *Return to Zork* from Activision has made its way to the Saturn. While the original *Zork* game was text-based, *Return To Zork* has come a long way in graphic detail. By intermingling FMV sequences with 3D environments, *Return To Zork* transports the player into another world in a more in-depth manner than most any other adventure game. It's pretty certain that Activision will be bringing this title to the US at some point, though there are no definite plans to do so at the moment. Certainly, though, there are enough *Zork* fans here in the States to merit bringing this title over and, from the looks of these shots, it is an exciting prospect for the Saturn library.



It's 3D environments like this that will help remind you why you bought a 32-bit system.



By using digitized characters to tell the story, *Return To Zork* achieves a new level of realism.

Hyper Reverthion

Technosoft for Saturn



This one is very early, but from what we've seen, it could turn out to be a pretty cool game. The genre, as near as we can figure, is one-on-one mech fighting. With the looks of some of these characters, there should be some interesting battles. Look for this Saturn title in future issues as the details start to come in.



Giant spiders fighting some sort of flying crab-like creature? You just know it's going to be good.

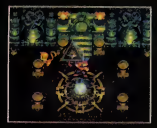


The fully 3D environments are peppered with occasional objects, but for the most part it seems to be open terrain.

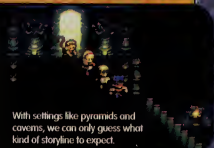
Treasure Hunter G

Square Soft for Super Famicom

Following in the footsteps of SquareSoft with *Mario RPG*, the makers of *Treasure Hunter G* for the Super Famicom have chosen to use rendered characters and environments to give this new RPG a more realistic flare. Of course, the characters are still super-deformed, but we wouldn't want them any other way. From what we can tell, this one has almost an Indiana Jones theme to it. There are lots of little rendered artifacts to find and plenty of dark and scary caverns to explore in search of the artifacts. And did we mention, there seems to be a monkey in your party — what a treat. Look for more details on this one as the game gets closer to being finished. As for now, if you're still playing Super NES RPGs this one is definitely a title you'll want to keep an eye on.



Even without an isometric perspective, *Treasure Hunter G* is highly reminiscent of *Mario RPG* in graphic style.



With settings like pyramids and caverns, we can only guess what kind of storyline to expect.



We don't exactly know what's going on here, but we're positive it's all revolving around the monkey in some way.



All signs point to a traditional fighting system for this RPG.



It's easy to see from the vast landscape, that Square has created yet another enormous world to explore.

Gotha II

Koei for Saturn

This sequel to a great air combat sim has a pretty good chance of being overlooked for US distribution, as was the original. The ironic part being that *Gotha II* was actually developed by Koei, an American company. Perhaps with the positive response to the first game in Japan and a favorable response to the sequel there is a chance this great game will make it to the States in some form or fashion. If you're a sim fan, keep your fingers crossed for this one.



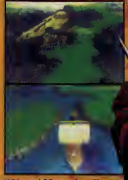
Using full 3D models for battles, *Gotha II* may look like a really hot action game, but it's not.



If the sequel is as good as the first, strategy/sim fans should be excited over this one.

Albert Odyssey: Legend of Eldean

Sunsoft for Saturn



With cool 3D graphics like these, you'll appreciate the advancements in some 32-bit RPGs.

From SunSoft comes a new RPG for the Saturn called *Albert Odyssey*. From what we've seen so far, the graphics alone make this title worth checking into. Of course, in the end, it will have to have a really great story to be considered a great RPG, but there's certainly nothing wrong with looking this good at the same time. We'll keep a close eye on this one for you as the development progresses.



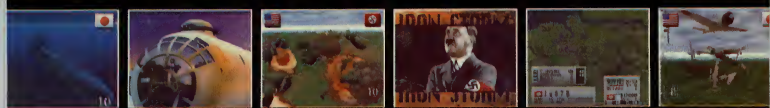
Using a traditional battle style, old-school RPG fans should feel right at home with this game.



Hopefully the story will match the graphics in sheer quality.

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Virtua Fighter 3

SIMPLY AMAZING!

OUR EXCLUSIVE REPORT TELLS YOU WHY.

Hey, if you know anything about the videogame industry, then you know that the arcades are where all of the next and best technology and games are developed. Twice a year, the arcade makers have events to showcase their latest games. This time, the show was the AOE (American Coin Machine Exposition) in rainy Orlando, Florida. There were over 40 new arcade games on display, but *Virtua Fighter 3* easily drew the most attention, and it wasn't even playable.

The AM2 division of Sega Japan brought over the first sampling of its new Model 3 super-board, and had a demo of *VF3* running every 15 minutes. Everyone who watched the demo was left with their jaw on the floor, us included. The highly secretive sequel to the once-impressive *VF2* made every other title on the show floor look like Game Boy games. No cameras were allowed near the demonstration, but we kissed enough Sega butt to bring you all these screen shots before anyone else (now we have to deal with that nasty 'butt-kissing' after-taste). Expect the game to hit arcades sometime in late summer, probably August. Until then, have many smooth polygon dreams and start saving your quarters.



Same old back-breaker move, but the graphic detail and improved sound make this one hurt even more. Check out the sand flying off the beach and characters.

NEW MOVES

All the old characters are going to have their same moves, plus some new background specific moves. Moves that involve the walls or the background are likely to be included for everyone. The new characters are going to have a whole new list of moves.

Each character is also going to have a 3D move, like Shun Di and Lion had in *VF2*. The reason for this inclusion has to do with the changing of the jumping. There are no more floating jumps. *VF3* has more realistic low jumps that made the 3D moves necessary, since you can no longer jump over your opponent to avoid a Ring Out. It's also said that characters that have been knocked to the ground will no longer be defenseless. Instead, they'll be able to fight back like you really would if you were on the ground. The demo also showed Aoi's new ground attacks that could be included for more than just one character.

With the new interactive backgrounds, all of the old moves are going to have new implications to the fight. The additional moves should make it considerably deeper than *VF2*. All-in-all, a game experience like no other is to be expected.



A long shot of Jeffrey's background reveals a circular playing field with water as the ring out.

Caught in mid-flex, Jeffrey has traded in his beer gut for some serious polygon muscles. Watching him flex in the demo was amazing — his polygon chest actually expands!



The early demo of Jacky's stage had some interesting new twists. You can fall off a ledge, or get smacked into a wall.

An even closer look at Jacky really shows *VF 3*'s amazing level of graphic detail — close to a thousand polygons were used in his face alone!



Notice how Jacky's jacket moves independently as he spins around. Simply unbelievable!

INTERACTIVE BACKGROUNDS

The rumor has long been that *VF3* would include interactive backgrounds, but no one was sure exactly in what way. In our talking with the developers and watching the demo, we have a pretty good idea of what is going to happen.

The backgrounds aren't all going to be square. They will all have different dimensions and features. Jeffrey's stage is a circular sand island. When fighting, sand kicks up off the beach and, as far as we can tell, a Ring Out would send the loser into the water. Another example is Lau's stage, that features a wall on one side and an edge on the other three. We saw Lau use the wall for a special move. He ran up the wall and grabbed the opponent by the neck and slammed him down. We can only assume that if the characters go to the other edge, it is going to be a Ring Out. This type of background changes 3D fighting games altogether. *Fighting Vipers* (Sega Arcade game) had walls on all four sides that could be used during the fight, but VF3 has walls on one side or no walls, which means fighting in each background requires a different strategy.

We're not sure what all the backgrounds are going to be, but the developer assured us that each background would be shaped differently and include strategy elements specific to only that background.

NEW CHARACTERS

On top of making *VF3* the biggest advance in graphics since the color TV, AM2 had time to create two new characters, bringing the total number up to 12. Until you see the characters moving, you won't believe just how awesome they look.

The one new character we saw was Aoi, a female contender that uses a traditional karate style of fighting. She has a real traditional Japanese look, with a long flowing gown. Her fighting seemed to be in the Pai-mode, with a lot of solid kick-and-punch combos. The differences came in her attacks to characters on the ground. She would run over and break their arm or leg, rather then jumping on them. Overall, she was amazing, with the smooth polygon face and outfit moving at top speeds.

The other new character we didn't get a chance to see, but the guys from AM2 told us about him *(mostly in English)*. It will be a male character with a wrestling/fighting style like Wolf or Jeffrey's, but there will be differences. He is said to have the ability to counter attacks, giving twice the damage. Maybe something like reversing a throw, although much of this is just speculation. As soon as we get more on this new character, we'll let you know.

Expect some way cool 'dodge and counter' moves from Aoi.





Don't let Aoi's docile appearance fool you. She promises to be one tough gal.



Here Aoi dances in front of the Model 3 logo. With a million polygons per second, there is plenty for her to dance about.

The camera zooms in close to reveal Aoi's big, brown eyes and graphics that make all other games pale in comparison.

One of the new characters, Aoi reveals her traditional Japanese style, but the way she moves is anything but traditional. It's just smooth.

WHAT'S NEXT

The Model 3 board is the start of 'Stage Three' of Sega's Five-Stage planned progression towards videogames with motion picture-quality interactive graphics. In each stage, Sega plans to triple the processing power of the previous stage. So far, they have done that and a lot more.

The Model 1 board catered to the first polygonal games — *Virtua Fighter* and *Virtua Racing*. At the time, they were both considered to be the technological top of the industry. Then came Model 2, which more than tripled Model 1 by being able to process 300,000 polygons a second. Games like *VF2*, *Fighting Vipers*, and *Daytona* showed exactly what 300,000 polygons a second could do to a game play experience. Now Model 3 has shattered all the technical wonder of Model 2 by tripling its output with an unbelievable 1 Million polygone per second (pps). Another title you might expect on this unbelievable board is *Daytona 2*, and the sky is the limit.

Now, if Sega continues on this pace, that means that Stage Four will feature the Model 4 board that is capable of 3 Million pps. Then the Model 5 board will boast about 9 Million pps. If you see how amazing 1 Million pps looks, then you'll realize that tripling that twice is going to create a game experience so real that Wolf is liable to jump out of the arcade unit and kick your ass.

For now, we'll be happy with little old Stage Three and its puny 1 Million pps. When you see this game, you'll be more than happy, as well.

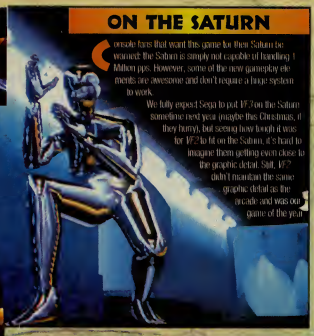


Dural's morphing, from a puddle to the slickest-looking fighting character ever, is cool! Watching this scene was like watching a big budget motion-picture.



This shot of the mirrored Dural looks like computer generated art, but she actually looks this good in gameplay.

ON THE SATURN



Arcade fans that want this game for their Saturn be warned: the Saturn is simply not capable of handling 1 Million pps. However, some of the new gameplay elements are awesome and don't require a huge system to work.

We fully expect Sega to put *VF3* on the Saturn sometime next year (maybe this Christmas, if they hurry), but seeing how tough it was for *VF2* to fit on the Saturn, it's hard to imagine them getting even close to the graphic detail. Still, *VF2* didn't maintain the same graphic detail as the arcade and was one game of the year.

The guys we talked with from AM2 noted the special effects in *Terminator 2* as a big influence. I dunno, I kinda see a resemblence...



A close up on Lau's face is simply amazing, but to see his eyes turn and give a slight smirk was just plain haunting, not to mention freaking incredible.

MODEL 3 TECH SPECS

GEOMETARIZER:	1 Million polygons/second
RENDERER:	60 Million polygons/second
COLORS:	16 million colored texture mapping Trilinear Interpolation & micro-texture
ANTI-ALIASING:	Texture and edge Multi-layered
SHADING:	High-spectacular Gouraud sheding Fix & flat sheding
FOG:	Zoning Fog 32 levels of transparency
LIGHTING:	Parallel light Four spot lights Pinpoint light
CPU:	Main CPU is a Power PC 603C
RESOLUTION:	496 X 384 - 680 X 480 With Z Buffer and non-interlace
SOUND:	CPU is 68 EC000 Sampling rate 44.1 Khz SCSP X 2 MIDI Interface 64 voice; 4 channels

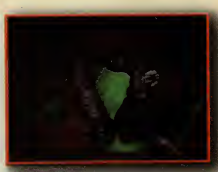


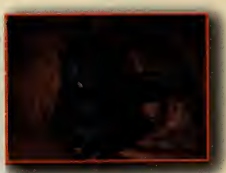
Dural's slickly rendered body is completely void of chunky polygons. She still packs a vicious kick.



Notice how *VF3* includes true light-sourcing to add even more realism to the 'Virtua' world, all without sacrificing the smooth play of its predecessors!







You may be able to handle these guys, but...



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Final Fan

Special Feature



YES! The rumors are true! SquareSoft has broken with Nintendo. *Final Fantasy VII*, originally planned as a Nintendo 64 exclusive, is now officially going to be released for PlayStation in December '96 in Japan. Square titles have been getting bigger and bigger, and carts just can't hold 'em anymore. This behemoth of a game is going to take up a full two CDs, but should retail for ¥5800 (around $58), or about two-thirds the price of the cart-based *Final Fantasy VI (FFIII* in the US). Square still has no official plans to release a version for Nintendo 64, but have stated that if the 'bulky drive' can reach a large enough installed base, and the discs can hold all the information required, it may release a version for N64 some time in '97. Unfortunately, a US release date is still unknown, and rumor has it the game may even be released here for PC only!

FFVII HAS SOME OF THE LUSHEST, MOST JAW-DROPPING SCENERY YOU CAN IMAGINE.

On a more positive note, Square is taking full advantage of the PlayStation's polygon power. The game mechanics are similar to *Alone in the Dark* or Capcom's *Resident Evil*, in that polygon-modeled, rendered-on-the-fly characters are set into a pre-rendered background. Thanks to the massive storage capacity of CDs, the designers have pulled out all the stops, and as you can see from the pictures, *FFVII* has some of the lushest, most jaw-dropping scenery you can imagine.

During the battle scenes however, the game switches to fully-modeled characters and enemies, giving the player full control over how to view the action. In keeping with the *Final Fantasy* tradition, battles are menu-driven and turn-based, but once a command is given, the three-dimensional characters interact on their own.

Square is known for coming up with some pretty wild special effects during its battle sequences, and the thought of what might be accomplished in a 3D setting is making us drool.

Please, bring this one over here, guys, *please?*



Solid Heroes

Characters created by Square have always been three-dimensional from an emotional standpoint, now they're finally going to look that way, too.



Our square-jawed hero (no pun intended... really) wields the biggest sword in history—bigger than anything those wussies swing around in *Samurai Shodown*.

tasy VII

Midgar

Middle Earth it ain't — this fully-realized world of its own mixes high and low tech in a way you've never seen before.



Gone are the weird, flat-but-somehow-seen-from-the-side-even-though-it's-top-down view of previous *Final Fantasy* games. Square means to take full advantage of the available technology.

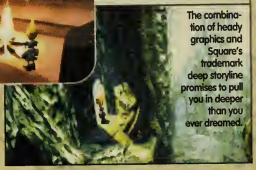


The city of Midgar, in all its glory. 'A city of mystical light.' Within its techno-magical boundaries a story begins. Heh, heh — looks cool, doesn't it?



Putting a 3D-modeled character into a pre-rendered background has been done before, but rarely this well. Square's signature graphic excellence shows through in every detail.

The PlayStation's 3D engine allows the characters of *FFVII* to walk around some pretty moodily light-sourced areas.



The combination of heady graphics and Square's trademark deep storyline promises to pull you in deeper than you ever dreamed.



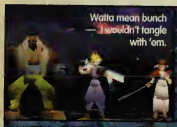
Barett moves well for a big man, and that chain gun on the end of his arm don't hurt either. It's clear that *FFVII* isn't just going to be your standard 'faeries and knights' sort of game.



Cloud's fellow adventurer swings a mean stick of her own, and seems nearly as taciturn as he is. Gotta wonder what makes her tick.

Squaring Off

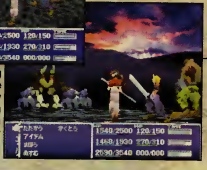
When a battle breaks out (which is gonna happen a lot — this is a *Final Fantasy* game we're talkin' about here) things really get moving.





As each battle unfolds, the view pans around, so each battle looks slightly different from the last, which should go a long way towards offsetting the one problem *FF* games have always had — repetitive battle scenes.





Unlike the walking around parts of the game, battles are fully realized in 3D, allowing you to view the action from virtually any camera angle.

Into Action!

Square games have long been known for their expressive character animation, and it won't stop just because it's in 3D.





As Cloud leaps into battle, you can get a better idea of how the game's battles should look. A daredevil hero and swooping camera angles — looks like an action movie to me.



And I don't know about you, but this guy looks plain mean to me. You're gonna have to deal with him sooner or later though — and I'll bet money you're going to love every minute of it.

FRANTIC FLEA

...infesting a Super NES near you!

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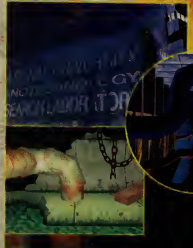
EXCLU FIRST

ADVENTURE LAND

What do you get when you game producers, enough SGIs and game concepts that are Answer: Boss

Nestled in a quiet Redmond Washington office park just five minutes away from Nintendo's headquarters is upstart Boss Game Studios. Just a few years old, Boss is the brainchild of Richard Edlund, the founder and president of Boss Film Studios. If the name sounds familiar, and it should, it's because Boss Film was responsible for the pioneering special effects in movies like *Ghostbusters*, *Species*, and countless others you've probably seen at your local theatre.

Now, after handpicking some of the best developer talent in the videogame biz, Boss is ready to shake up the videogame community with its Game Studio. Recently, ***GAME PLAYERS*** paid a visit to the developer for an exclusive advanced look at two games currently in development for the PlayStation and Saturn, both of which will be distributed by BMG Interactive. Next month we'll have even more on these ground-breaking titles, so stay tuned!



These SGI-rendered backgrounds are some of the actual areas you'll explore in *'Adventureland.'* Again, check back next month for more info.

'Adventureland'

The first Boss title is code-named *'Adventureland'* (the actual title is top-secret), and will debut at E3. It could best be described as a 3D platform action-adventure game. While we can't give you all the info on the title just yet (see next month's feature), the story and concept for *'Adventureland'* are anything but standard videogame fare. Colin Gordon, the head of development at Boss explains, '(for *Adventureland*) the first thing we did was come up with the concept and play mechanics, then we went back and figured out a storyline that made it all make sense.'









Rendered enemies like this Cyber-Wasp and Scarpion are some of the nasty characters you'll encounter. They were all rendered using Alias software tools.

SIVE LOOK

Special Featur



KILL TEAM

assemble a team of top-notch to start a special effects studio, the very definition of different? Game Studios.

The second title from Boss is *Kill Team*. It will incorporate several different game genres and has been described as '*Contra* meets *Wing Commander*'. *Kill Team* will be a 2D game.

'With *Kill Team*, we'll have an involved storyline, branching-linear game play, and a variety of missions, so the players will actually care about what's going on in the world. It's not just, here's twenty levels, get through them,' claims Gordon.



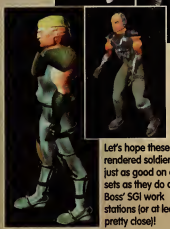
This artist rendition is a concept for an early mission in *Kill Team*.

'Kill Team'

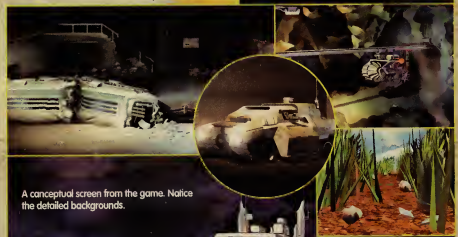


Kill Team puts you in charge of a team of mercenaries that must carry out various missions and tasks. Here are a few of the unsavory characters you'll control in the game.





Let's hope these rendered soldiers look just as good on our TV sets as they do on Boss' SGI work stations (or at least, pretty close)!



A conceptual screen from the game. Notice the detailed backgrounds.



NBA JAM EXTREME

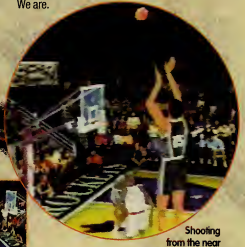
Sure, the recent NBA All-Star Weekend in San Antonio had its fair share of stars from music and film, not to mention the NBA All-Stars themselves, but right from the start it was apparent that everyone on the showfloor was only interested in one thing — *NBA Jam Extreme*. This was the first time the world got a chance to play Acclaim's new coin-op, and nobody could resist checking it out. The main difference between *Extreme* and the previous three games *(NBA Jam, NBA Jam Tournament Edition,* and *College Slam)*, is that the graphics are polygons instead of sprites, giving the game a much more realistic 3D-look. There's also a good assortment of new, even crazier dunks, more players to pick from, more stats, and, of course, tons of new hidden codes and characters. Excited yet? We are.



The 3D polygon graphics give this Jam a much smoother look than ever before.



Score the basket and do that funky dance!



Shooting from the near corner almost puts the player in your lap! One of the many advantages of having a full 3D court with changing perspectives.



Even crazier dunks give players more ways to defy gravity. If you thought the action in the *first* game was over the top...

AN ALL-STAR DEBUT

The recent NBA All-Star Jam Session served as *NBA Jam Extreme*'s coming out party. And what a party it was! A few highlights of the festivities...



NBA Jam Session was a basketball fan's dream. Hoops all over the place, and no guns allowed on the court!



Those patient enough to wait in mile-long lines got a chance to play an early version of *NBA Jam Extreme* at the Acclaim booth.

Right when someone finally gets to be next in line, try jumping in front of them with your press pass. Heh heh, they really hate that!

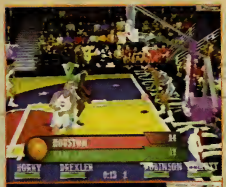


Steve Avery of the San Antonio Spurs was one of the many NBA stars who just had to satisfy that *Jam* craving.



"Yes!" Marv Albert got in on the action, calling a little play-by-play for the Jammers, just like he will in the final game.

Special Feature



Chris tells us that it's just as easy as ever to steal the ball off the in-bound pass. Hopefully this will be ironed out in the final game.



Oh yeah, those funky big-head players are back and wackier than ever. Now they've even got big shoes! Expect more *Jam* codes than ever in *Extreme!*



Hey, that dunk almost looks possible! What's going on here? If I wanted realism, I wouldn't be playing *Jam!*



Even though the action is still two-on-two, you get lots of different players to chose from, plus lots more stats.



Take a close look at the crowd during the game — you may see a few familiar faces.



Can anyone say, 'enter secret code here'? If *Extreme* follows *NBA Jam* tradition, then the 'Tonight's Match-Up' screen is where you'll need to input all those cool codes.



Mysteriously, this machine, in particular, stayed empty the whole show.



Who says girls can't *Jam*? The US Women's Olympic team wiped the floor with all corners, just like they're gonna kick ass in Atlanta.



Even Chris Slate got in on the action in a tourney held specifically for the gaming press. He lost in the final round to Rich Szeto of *Next Generation*. Justice was served when the crowd began to chant 'dirty cheater', while pelting Szeto with whatever was at hand.



An *NBA Jam Extreme* tourney was held among the fans, and in the end two were crowned 'King of the Jam'. The remaining losers were stripped of their jerseys and kicked out onto the cold, mean streets, never to *Jam* again.

BORN OF THE ATOM. RAISED IN THE ARCADE.

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X-MEN

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Since we've moved into the new offices, which just happen to be located in prime earthquake territory, we've decided to retrofit all of these reviews, to make them safer in case the Really Big One hits!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 96% with our reviewing staff. That ain't easy!

INFO In the event of a really huge quake ripping through here, you can get all the info you need to survive just by tuning in to these pages!

REVIEWER Brave and dedicated, our reviewers will be the first ones under their desks when the earth starts rockin' and rollin'! They're not THAT crazy!

OPINION All experts agree that the Next Big One could happen any day! We're not scared! After all, that's just their opinion...

The Rocket Science:

Each category of our scoring boxes is given a 'weight' -- the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 76, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:	Weighted by a factor of two.
Music & Sound FX:	Weighted by a factor of one.
Innovation:	Weighted by a factor of one.
Gameplay:	Weighted by a factor of eight.
Replay Value:	Weighted by a factor of six.

SCORE While not quite on the level of the Richter scale, we like our scoring system!

100% Flawless	60-69% Good	20-29% Heinous
90-99% Ultimate	50-59% Average	10-19% Putrid
80-89% Excellent	40-49% Lacking	1-9% Shoot Me
70-79% Very Good	30-39% Crap	0% Cosmic Race



SUPER NES

GENRE / RPG
PLAYERS / 1
PUBLISHER / Nintendo
DEVELOPER / Squore Soft
AVAILABLE / now.
PRICE / $64.00



There's something about playing a Mario game that makes the world feel right. In reality, nothing could be further from the truth, but it's a pretty good illusion. — *Patrick Baggatta*



SUPER MARIO RPG

For months we've all been drooling over the strategically released screens and information concerning *Super Mario RPG*, and now we finally get a chance to road-test this awesome little adventure. Entrusting its precious baby, Mario, to the talents of RPG masters Square Soft, Nintendo has given birth to a brand new kind of adventure game. OK, the truth is, it's not really that different from the traditional RPG, but it does have a very distinct feel that gamers are sure to appreciate. Combining elements of a classic *Mario* action game and one of Square's enormous adventures, *Super Mario RPG* is the perfect entry way into this world of unfolding storylines, level-ups and magic spells. This is not to say that RPG fans are going to be bored by the game's intrinsic simplicity, but rather, with all its graceful features, those not familiar with RPGs will find this one an especially welcoming title.

The primary keys to success for this game are in its intuitive interface and seamless blend of action and RPG elements. While RPG fans are going to find joy in the traditional battle sequences and puzzle solving elements, *Mario* action fans will feel right at home with all the jumping and critical timing aspects of the game. Another expected and delivered aspect of *Super Mario RPG* is the genuinely funny storyline, which includes all of the familiar characters from the world of Mario, as well as several new faces. All in all, *Super Mario RPG* is a game for the whole family (of gamers, that is). The adventure has plenty of size and complexity for the seasoned RPG pro and, for the action player, there is a real hands-on, interactive feel. Just as we all knew it would be, this game is everything Nintendo promised. **GP**





Not all the new faces are friendly ones.

If you're a *Mario* fan from way back, there are quite a few faces you'll recognize along the way. Remember this guy?



The People You'll Meet

Taking the character development of traditional *Mario* games to the next level.

With all the 'talking' being done by some of the characters, we'll finally be able to really get inside their heads.



It's Not A Small World After All

Being able to travel around a world this size is a definite luxury.



As with all Square Soft RPGs, *Super Mario RPG* takes place in an extremely large environment.





THE STORY

The best part of *Super Mario RPG* is uncovering the story as you cruise around and talk to different creatures.

Uncovering clues by talking with the different characters along the way will lead you to your mission objectives.

Our heroes move on towards the Kero Sewers...





There will, of course, be some challenges along the way.

There are some elements of the story that may have a bit of a familiar feel.

A SECOND OPINION

Wow! Being a huge fan of both *Mario* games and RPGs, I was really eager to get my hands on this one. I mean, Nintendo and Square — working together? Forget it, there's no way this game could ever disappoint. Like Patrick, I was really impressed with the seemingly effortless way that the action and RPG elements work together. Fans of both genres should genuinely be pleased. The game feels just like a Mario title, and exactly like a Square adventure.

I also really, really like how combat is done. While the fighting is, at heart, the standard RPG 'you hit, I hit' formula, Square has implemented special bonuses for the more nimble-fingered players with a good sense of timing. A definite must for any Super NES owner! — **Chris.**



THE BATTLES

The battle sequences are done in a traditional manner, with a few small exceptions.





Each character has a choice of manual and magic attacks of different strengths.

Generally speaking, the bigger the character, the better the battle and the bigger the payoff.





The traditional-style battles are based on a turn-taking, one strike per turn format.

GRAPHICS 8

- The isometric view creates a truly genuine 3D feel.
- The characters are all uniquely designed.

MUSIC & SOUND FX 8

- The sound effects are some of the funniest aspects of the game.
- The music certainly does its part.

INNOVATION 7

- The addition of Mario-style action enhances the scope of the adventure.
- The traditional RPG style is followed closely.

GAMEPLAY 9

- The pace of the game is fast and rewarding.
- The controls are easy to master.

REPLAY VALUE 10

- The game is HUGE!
- The open-ended format allows a different game every time.

ULTIMATE 91%

PLAYSTATION

TEEN

GENRE / action
PLAYERS / 1
PUBLISHER / Acclaim
DEVELOPER / Probe
AVAILABLE / now
PRICE / $54.99



GAME PLAYERS ULTIMATE



This game is kinda like *Doom*, except that every once in a while, this thing bursts out of my chest. You know that's gotta hurt! — *Chris Charla*

ALIEN TRILOGY

Acclaim has previously been known mostly for arcade ports like *MK II* or *WrestleMania* and movie license side-scrollers. This game marks their first real entry into the 3D genre. So how'd they do? Very well indeed.

The game is based on the whole *Aliens* movie trilogy license, so it doesn't strictly follow the plot of any of the movies. Instead, you play Lt. Ripley, who has to go wipe out aliens in locations lifted from the three movies. Of course, thanks to the Company's evil plans, you also are going to need to battle company goons, who are trying to retrieve alien specimens.

Basically, the game looks, well, a lot like *Doom*. It's a first-person, forward-scrolling shooter, set in tunnels and corridors, for the most part. There is a great camera swing when you walk, that looks totally realistic (it can be turned off, if you get squeamish). As you progress through levels, each of which has a specific mission, you need to find weapon power-ups, battery packs, and door keys to continue.

The game is really well done. The graphics are awesome (although the aliens looked better in *Alien vs Predator*), the gameplay is dead-on, and the game is really creepy. It really recaptures the feeling you get when watching *Aliens* — you see these blips coming closer and you just panic. I swear you'll jump when one of those squid aliens jumps on you. Unlike *Doom*, there aren't so many enemies that you're constantly shooting. I really liked that — it added a lot to the game's atmosphere.

This is easily the most impressive Acclaim title I have ever seen. The action is awesome, and the movie license really adds to the game. In fact, the review was late because I couldn't stop playing it. Oh well... as long as there's *Alien Trilogy* in The Box, I'll be OK. **GP**









Up close and personal with a sparkly alien.



The graphics are downright creepy at times.



Another Company goon felled by your trusty Plasma Rifle.

GRAPHICS 9

- Great graphics. They fit the game perfectly.
- Aliens looked better in *Alien vs Predator*.

MUSIC & SOUND FX 9

- Atmospheric sounds are extremely good.
- Better gun sound effects would have been kinda nice.

INNOVATION 8

- They have developed an innovative 3D engine...
- ...but it's still *Doom*.

GAMEPLAY 10

- The first *Doom* game that didn't get boring really quickly!
- The license actually fits well with the gameplay!

REPLAY VALUE 8

- Especially on maximum difficulty, this will take a while to get through.
- On the easiest level, it goes by pretty fast.

ULTIMATE 91%



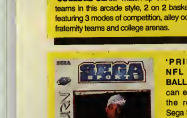
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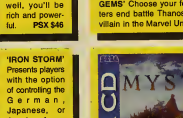
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PLAYSTATION

AVAILABLE TO RENT

GENRE / racing
PLAYERS / 1 or 2
PUBLISHER / Electronic Arts
DEVELOPER / Pioneer Productions
AVAILABLE / now
PRICE / $54.99









I laughed, I cried, I got to drive a freakin' Porsche! And this time I didn't even get arrested!
— *Mike Salmon*

Road & Track Presents THE NEED FOR SPEED



What could possibly be better than getting behind the wheel of a high-performance sports car on the open road? Besides doing something in the *back seat* of a high-performance sports car, I can't think of anything. And that inherent desire to travel at extreme speeds is exactly what *Need For Speed* is counting on for its audience.

Getting a chance to fly over hills in a Dodge Viper, Lamborghini, Ferrari, Porsche, Corvette, Mazda RX 7, Toyota Supra Turbo, or Acura NSX is something not many of us are ever going to do (at least without performing some kind of felony), but in *Need For Speed* you've got the keys and the reset button as your insurance. The six tracks in the game are absolutely beautiful, with the least amount of draw-in that we've seen in a racing game yet. Three of the tracks are open road races divided into segments, where the scenery can change from the city to bridges to snow-covered mountains. The other three tracks are equally as impressive, but use the standard lap design.



Slam on the brakes or peel out and the track marks show up on the road.

TRACK MARKS!

The tracks make Need For Speed, *with their incredible variety and graphics.*



Racing at dusk or dawn provides a different look to the race and gives endless variety.



Racing through the snow-capped mountains is great, but don't get caught in the ice or you'll find the going tough.

Start by going head-to-head against a computer-controlled car and weave through traffic and outrun the fuzz. You can also link-up or use a split-screen mode to challenge your friend to the ultimate road race. If you want a more traditional race, take on the other seven machines. Finally, you can go into a tournament and try to beat every track. You can even choose whether you want to race in the morning, afternoon, or evening. With this many options you can spend days never repeating a race.

However, *Need For Speed* is far from perfect. The main problem is that the game never gives you the feeling of control or pure speed. You have to slow down to take the tough corners, and that's not quite as fun as sliding through a turn at 200mph. Still, with the awesome graphics and variety in tracks, *Need For Speed* delivers a high-speed thrill ride that's sure to get the testosterone boiling and is well worth checking out. **GP**



Awesome tunnels and bridges keep each track fresh.



It's times like these that the seat belt doesn't seem so uncomfortable after all.

9 GRAPHICS
- The tracks are detailed, solid, and varied.
- The cars are a bit boxy looking, but the dashboard is sharp.

8 MUSIC & SOUND FX
- Some of the tunes are totally awesome...
- ...and some really suck. Plus the car noises can be real annoying.

9 INNOVATION
- Racing head-to-head, with the cops in pursuit, is very radical!
- It's a racer with tons of options, but nothing new.

7 GAMEPLAY
- Weaving through traffic and outrunning the cops are always good features.
- The control isn't as responsive as other racers.

10 REPLAY VALUE
- Six huge, detailed tracks keep you coming back.
- Linked PlayStations or split-screen allows two-player racing action.

EXCELLENT
84%



PLAYSTATION

GENRE / RPG
PLAYERS / 1
PUBLISHER / Working Designs
DEVELOPER / Sonic! Software
AVAILABLE / now
PRICE / $69.99

SHINING WISDOM

Is *Shining Wisdom* the game that leads the way to new, unexplored 32-bit worlds? Little, short, fat people with really big heads want to know!
— *Roger Burchill*



As one of the first RPGs available for next generation systems, *Shining Wisdom* has the unfortunate distinction of being burdened by high expectations. But instead of being the next great thing in RPGs, *Shining Wisdom* is more an extension of the gameplay that made 16-bit RPGs popular.

Graphically, the game can at best be considered a slight improvement of what was seen in the 16-bit era, with sharper, crisper graphics that utilize the Saturn's expanded color palette. But the true 32-bit graphics are reserved for the rendered intro sequence with the familiar 'short, fat guy' graphics incorporated in the actual gameplay.



There is also no significant improvement in the adequate, but forgettable, sound and music. Game control is somewhat clunky, which is distracting when battling enemies. There isn't an in-depth hit point system. Gameplay is pretty much explore, hit the attack button, run and pick up lots of stuff.

But as much as *Shining Wisdom* seems like a 16-bit RPG experience, I hesitate to hold this against it. The game is a solid addition to the RPG genre, with an expansive storyline and challenging puzzles. Replay value remains high, as should be expected of RPGs. Most traditional RPG fans will find it a satisfying game experience. So while this isn't the revolutionary RPG everyone is waiting for, rest assured, those games are coming. But in the meanwhile, for a solid, entertaining RPG look no further than *Shining Wisdom*. **GP**



Yup, you got it. When the gameplay begins, you're controlling the same old short, fat guys, but at least everything seems a little sharper on the Saturn.



Meet the cast in the rendered intro sequence — too bad the characters don't look this good in the gameplay.

Clunky game control detracts during battles, but there are plenty of power-ups, items and gold to collect while roaming the countryside.



There are a number of caverns, labyrinths and structures to explore. Uh, anybody seen the key for this place?



Gameplay retains the standard RPG format throughout, but the soul of any RPG is its story. *Shining Wisdom's* storyline is very good, indeed.

GRAPHICS — 6

- Everything is crisp and very sharp.
- Still, the RPG staple of controlling short, fat guys is wearing thin.

MUSIC & SOUND FX — 5

- Nothing really grating. I've heard warse before.
- Sadly, the sound isn't significantly improved over 16-bit RPGs.

INNOVATION — 5

- Nat a great leap from existing RPGs, but solid.
- Still waiting for the RPG that truly utilizes all the benefits of 32-bit systems.



A variety of different landscapes help keep the visuals interesting, but the basic gameplay remains consistent throughout the game.

GAMEPLAY — 7

- Sound storyline and gameplay wan't disappoint.
- Character control is a little clunky, which can be a problem during battles.

REPLAY VALUE — 9

- The story, the heart of any RPG, keeps you coming back.
- There's always an end to every story and you'll eventually solve it.

VERY GOOD 73%

SATURN

GENRE / fighting
PLAYERS / 1 or 2
PUBLISHER / Capcom
DEVELOPER / Capcom
AVAILABLE / now.
PRICE / $59.00



The truth of the matter is that scary games are just plain better than their non-scary counterparts. Go figure. — *Patrick Baggatta*

NIGHT WARRIORS
DARKSTALKERS REVENGE

With A Bizarre Twist

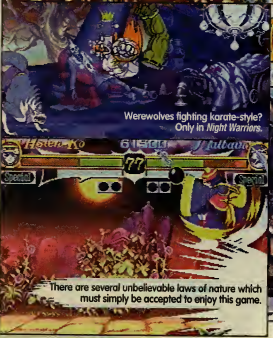
While there is no denying the connection to other Capcom games, *Night Warriors* does have its own wacky charm.



Sasquatch — he's big, he's bad, he's exactly the kind of crazy character for which this game is known.



Running on air? Come on, is that kosher?



Werewolves fighting karate-style? Only in *Night Warriors*.

There are several unbelievable laws of nature which must simply be accepted to enjoy this game.

You know, it's long been accepted in the videogame industry that Capcom is as good as it gets when it comes to 2D fighting games. Enter *Night Warriors: Darkstalker's Revenge* for the Saturn and again we are treated to a top quality brawler, with all the great qualities Capcom has become known for in such games as *X-Men: Children of the Atom* and the *Street Fighter* series. In all fairness, there's not really very much difference between any of these games, but if you like 2D fighting action, you can't really go wrong with any of these titles — including *Night Warriors*. The sequel to the arcade hit, *Darkstalkers*, *Night Warriors* has all the great ghoulish characters introduced in the original, as well as some new dark and moody characters to carry on the proud tradition of ghoul fighting.

Just in case you've somehow managed to follow the videogame industry without ever experiencing a Capcom brawler and, more specifically, the *Darkstalker* series, what makes them great is a combination of elements. First and foremost, *Night Warriors* is an ultra-smooth and crisp fighting game based on pinpoint timing and almost chess-like battle strategies. Beyond the impeccable fighting engine, the game possesses a cast of intricately conceived characters, all with distinct fighting styles and strengths. All of these elements that were first created for the arcade are meticulously recreated on the Satum to absolute perfection for the ultimate in delivering the arcade experience. Finally, *Night Warriors* is just plain fun. With an endless supply of potential battle plans, *Night Warriors* is a great two-player game that manages to have a fresh feel every time you pick it up. **GP**



Bullet train coming through! There are some cool little twists on traditional fighting game moves.



The Characters You Love To Fear

Let's face it, only a few games have characters rich enough to actually lead to an animated series.



Ah, sweet Morrigan. What can we say? She's a awesome!



Lord Raptor is a bizarre little mix of skeletal remains and power tools. He's hard to appreciate until you see him in motion.



Felicia is every cat lover's dream.

Probably the best known of the group is Jon Talbain, the werewolf. Is it any wonder why?



Hsien-Ko's magic is not to be taken lightly. Get the point?



Demitri is quite possibly the very definition of evil. Pretty cool, eh?

A SECOND OPINION

You know what's really scary? Patrick's eyes turn an amber color whenever he plays a 2D fighter. It's just real weird. Anyway, *Night Warriors* was a great arcade game, and is an even better home game. The graphics and speed are just as good as the arcade version and the ability to practice your moves without waiting in line brings the strategy elements to the forefront even more. This is *Street Fighter, X-Men, Marvel Super Heroes,* and every other perfectly excellent 2D fighter Capcom has ever done. We could punish them for making a great game, but these games are just damn fun. And fun is something that is getting harder and harder to find in games these days, so bring on *Night Marvel X-men II Turbo Edition.* We'll play it. — *Mike*



99 Ways To Crush Your Enemy

One of the best aspects of *Night Warriors* is the extensive list of special moves to discover and master.



It won't take long before your opponents learn to fear Felicia's Rolling Scratch.



Morrigan's Soul Fist is the kind of attack that shows you she means business.



Victor does most of his best work with his brute strength.



Anakaris came all the way from ancient Egypt to kick your ass!



Jon Talbain's Dragon Cannon is an awesome move to keep at the ready.

GRAPHICS 8

- The animation is extremely smooth.
- The characters are uniquely developed.

MUSIC & SOUND FX 6

- The music is fitting.
- The sound effects are good, but pretty standard.

INNOVATION 6

- There are some cool new moves.
- The 2D fighting genre has been done to death.

GAMEPLAY 9

- The control is really incredibly responsive.
- Two speeds to choose from — fast and faster.

REPLAY VALUE 8

- The fighting strategies are countless.
- Playing against a human opponent is always fun.

EXCELLENT

82%

SATURN

GENRE / puzzle/strategy
PLAYERS / 1-4
PUBLISHER / Ocean
DEVELOPER / Team 17
AVAILABLE / now
PRICE / $59.00



To quote a very famous man, 'That's what I like, little people hitting each other.' Don't worry, you'll understand.
— *Patrick Baggatta*



WORMS

This little gem took us all by surprise and we're still wondering what we've done to deserve such a fun game. Not since the days of *Lemmings* (there, I've said it) have we seen a puzzle/strategy game with this much charm. With a mission objective as clear as destroying your worm opponents, it's hard to imagine where this game offers any sort of challenge, but the first time you're forced to sacrifice a worm Kamikaze-style, you'll understand. Until then, you'll simply have to dream of a world where calling in an air strike is as easy as ridding worms with an Uzi.

One of the best features in *Worms* is the spontaneously generated environments, creating an endless supply of fresh playing fields. With this feature, neither you nor your opponents will be able to master a specific playing field, which adds a whole new life to the game. Also awesome are the non-combat options, such as the Flame Thrower, Ninja Rope and Bungee cord. Careful use of these strategy elements to set up an intricate attack or develop an impenetrable defense also adds a great deal to the game's overall depth.

The single most important feature in *Worms*, however, is the ability to play with as many as four players at a time. Pitting your wormy skills against three other worm-masters is the ultimate in multi-player fun. In the end, *Worms* is the kind of game that has to be played to be appreciated, and once you've tried it, you'll be hooked. **GP**

THE ARSENAL

You've never known a worm with this kind of fire-power. Pray you find him before he finds you.



Without a doubt, the Air Strike is one of the most dramatic weapons at your disposal. Use it wisely.



Cluster Bombs — who loves ya, babe?



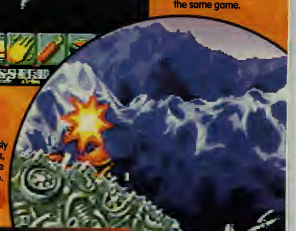
If you liked *Lemmings*, then you're likely to enjoy *Worms*, but they are not, I repeat, NOT the same game.



The Homing Missile is just the kind of sophisticated weaponry that makes a worm considerably more dangerous than you might expect.



The Bazooka is a good all-around weapon, but it lacks the sophistication of some other weapons.



With its spontaneously generated landscapes, *Worms* is never the same game twice.

GRAPHICS — 7

- The animations, small as they may be, are very finely detailed.
- Simplistic style adds to the game's charm.

MUSIC & SOUND FX — 8

- The worm sound effects are super-funny.
- Military anthems keep the action moving.

INNOVATION — 7

- The use of unique tools and weapons takes this puzzler to a new level.
- The game's look is distinctively *Lemmings*.

GAMEPLAY — 10

- Endless strategies and quick matches make this pure fun.
- Honing your Worm skills is an art like none other.

REPLAY VALUE — 10

- With up to four-player matches, this game is awesome against friends.
- Spontaneously generated environments mean the game is always different.

ULTIMATE 94%



PLAYSTATION

GENRE / action
PLAYERS / 1 or 2
PUBLISHER / Time Warner Interactive
DEVELOPER / Pro!ific
AVAILABLE / now
PRICE / $54.99

Return FIRE

War, destruction, and the vicious slaying of men are the staples of gameplay, but the squishing noise is the frosting on the cake.
— *Mike Salmon*



Almost a year ago, *Return Fire* came in for the 3DO and shocked us all with its addictive gameplay, cool soundtrack, and smooth graphics. Now, Time Warner brings it to the PlayStation. Usually we aren't real fond of companies porting old games to new systems (since we'd rather see new games designed for new systems), but *Return Fire* is such a classically designed game that it's good on any system.

The basic premise of the game is to capture the flag by destroying your opponent. Over 100 different landscapes provide you with plenty of variety in your missions, and the two-player game never gets old. As general of your small army, you control Choppers, Tanks, Jeeps, and a mine-laying APC. Your mission is to deploy your vehicles one at a time, clear... uh... *destroy* a path, and find the other team's flag. If you can find it first, then send the jeep in to pick up the flag, but any enemy fire will destroy your jeep. It takes good navigational skills, a cohesive strategy, and some good shooting to make good in *Return Fire*.

The one-player is a load of fun, but can tire real easily. However, matching wits with a friend in the two-player game is simply awesome. Chasing down his jeep with your chopper to spoil victory or taking out a bridge so he can't get his tanks into your territory are the types of strategy elements that make *Return Fire* so enjoyable.

While *Return Fire*'s relatively simple graphics no longer push the envelope of technology, this title is a sweet game from start to finish. **GP**

Tools Of Destruction

No war game would be complete without the proper weapons.



The missile-loaded APC is real slow, but its powerful rockets and mine-laying abilities make it crucial in the two-player game.

The jeep is the only way to grab the flag. The inflatable tires can keep you away from enemy fire.



The tank is the perfect weapon of destruction, and man, is squishing the little enemies fun!

The chopper is tough to control at first, but easily covers the most ground and can be deadly when strafing.

Kill Your Buddy!

There is nothing about* Return Fire *that is as good as taking on (or preferably, out) your friend in a two-player game.

'Oh never mind me, I'm just crossing the bridge. Not laying any mines here, nope.'



'I'll just cruise this Jeep over the bridge, grab that flag and — D'oh! I knew he was laying mines.'

With over 100 different landscapes, you'll find new and exotic ways to kill your friends.

GRAPHICS 8

- Looks a tad sharper than the 3DO version and is real clean.
- Could've used more graphical flash, like bigger and better explosions.

MUSIC & SOUND FX 9

- EMI classical music gives you all the tunes you'd ever want to fight a war to.
- Sound effects could have used more variety.

INNOVATION 7

- Only *Return Fire* on the 3DO looks and plays similar to this one.
- Capture the flag has been around even longer than war.

GAMEPLAY 8

- A great mix of strategy and action make *Return Fire* tick.
- A reason for destroying other buildings would've made the carnage much more enjoyable.

REPLAY VALUE 9

- The two-player mode is what makes this game.
- The one-player game does get real boring.

EXCELLENT

83%

SATURN

GENRE / action
PLAYERS / 1
PUBLISHER / Playmates
DEVELOPER / Shiny
AVAILABLE / now
PRICE / $59.00



Though *EJ 2* for the Saturn is not much different from the 16-bit versions, it's still worthwhile. Besides, the talking cows are funny every time... to me... anyway... — *Patrick Baggatta*

EARTHWORM JIM 2

When considering *Earthworm Jim 2 (EJ 2)* for the Saturn, it's tempting to contemplate the awesome 3D abilities of the hardware and wonder why they're not represented in the game. Surely, after all, it couldn't have been that difficult to throw in a few 3D elements or flashy effects just to remind the player of the hardware on which they're playing. The developers of *EJ 2* for the Saturn, however, chose to do a pretty close translation of the 16-bit version. The question then becomes, can the game that wowwed us all on 16-bit platforms just a few short months ago have the same impact on a 32-bit system? For the most part, the answer is no, but the situation is not as dire as it may seem.

The fact of the matter remains that *EJ 2* is an inventive, and challenging, side-scrolling action game with all the zany fun of the original. True, there's nothing technologically astonishing when considering its 32-bit competition, but when the gameplay is there, technology ceases to be the most important issue. When the developers decided to leave the original game pretty much intact, they were only paying it the respect it deserved. What this means in the end is that if you already own a 16-bit version of *EJ 2*, then its revamped backgrounds and enhanced color palette are not really enough to merit a second purchase. However, if you missed the game the first time around, it's well worth picking up on the Saturn. **GP**



The puppy-bouncing portion of the game is one of the most challenging and wacky aspects.

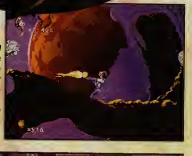


This little piggy went to market, or anywhere else you decide to leave him.

Avoiding the falling grandmas never fails to be a thrill — no matter how much you love her cooking.

A Legacy of Zaniness

The original *Earthworm Jim* was loved for both its first-rate gameplay and overall craziness. The tradition continues...



Though *Earthworm Jim 2* is a far more diverse game than the original, there is still plenty of the hot machine gun action that made the first *Earthworm Jim* so great!

If you like what inhaling helium does to your voice, wait until you see what it does to that crazy warm.



When compared to the 16-bit version, *Earthworm Jim 2* for the Saturn boasts some new backgrounds and enhanced graphic detail.

GRAPHICS — 8

- The animations are smooth and inventive.
- Rich colors and parallax scrolling add to the depth of the landscape.

MUSIC & SOUND FX — 8

- The sound effects are on par with a top-quality cartoon production.
- The music fits the bill, but is less than memorable.

INNOVATION — 7

- There are new gameplay elements, such as puppy bouncing.
- The basic object of the game is pretty standard.

GAMEPLAY — 9

- The controls are intuitive and responsive.
- Multiple gameplay elements keep the game from growing stale.

REPLAY VALUE — 7

- The challenge level is pretty high.
- There are tons of hidden stuff to find throughout the game.

EXCELLENT 81%



Their site.



Our site.

http://www.gameplayers.com

GAME PLAYERS

SEGA • NINTENDO • SONY • 3DO/M2 • ARCADE

3DO

GENRE / shoofer
PLAYERS / 1
PUBLISHER / Panasonic
DEVELOPER / Pixel Technologies
AVAILABLE / now
PRICE / $54.99





Plungers, barf, farts, and the runs all together in one really unwholesome game. Kinda reminds me of college.
— *Mike Salmon*

Cyberdillo

Right from the start you get the idea that the makers of *Cyberdillo* don't take much of anything too seriously, least of all their game. It's a *Doom*-spoof that has you in charge of everyone's favorite animal, an armadillo, who starts out being armed only with a plunger.

As you plunge your way through each bright level, you're faced with trying to find your way through the maze while taking out odd enemies like lava lamps and hair spray cans. You're not out to save the world or even fix backed-up toilets. It's just a simple 'find-four-items-and-save your-*Cyberdillo*-butt' type of game. There still are the usual bosses like Barfman, TV Man, Melon Fish, and Dumpmeister (Ok, maybe they're not so usual) that you must defeat to move on.

Cyberdillo moves surprisingly fast on the 3DO, but the control is real loose and the graphics are anything but cutting edge. I do give the developers credit for trying something new and different, but in the end *Cyberdillo* is either a cute novelty or a run of the mill *Doom* game, neither of which is going give the 3DO Multi-Player the shot in the arm it so desperately needs. **GP**

Hangin' With Cyberdillo

It's a bright, colorful and weird world full of in-jokes. Too bad the play is so poor.

Laxatives and references to bone flutes are some of the funniest parts of this game, but they aren't that funny.



Big Eyes and Hair Spray cans are just a few things that can keep you down in discoland.





There's plenty of variety — it just lacks in the gameplay department.

You have to like the *Cyberdillo* equivalent to the Magic 8-ball — just as indecisive as ever.

GRAPHICS 6

- Some of the craziest looking levels you'll ever see in a game.
- Way too laud, almost to the point of retina pain.

MUSIC & SOUND FX 10

- Disca tunes that'll make you buy a leisure suit.
- Even the voices are groovy. The Brady's would love this one.

Some real trippy backgrounds are sure to have you seeing trails after this one.

INNOVATION 8

- Shooting plungers is new, so is spoofing a game.
- Take away the craziness and you have a pretty poor *Doom*-clone.

GAMEPLAY 6

- Fast corridor shooter with wacky twists.
- Control is jerky and the humor wears off before you finish the game.

REPLAY VALUE 6

- Tons of levels to explore, and you never know what's around the next corner.
- Really, this game is just a novelty item.

GOOD

63%





SATURN

GENRE / war sim
PLAYERS / 1
PUBLISHER / Working Designs
DEVELOPER / Sega of Japan
AVAILABLE / now
PRICE / $69.99



IRON STORM

Iron Storm teaches the noble arts of strategy, logistics, tactics, and the really loud, blood-thirsty, Stuka dive bombing attack!
— Roger Burchill

There comes a point when all the action, adventure and fighting videogames available don't seem to satisfy the need for that total gaming experience. You find yourself saying, 'There must be something more. Something more intellectual, something more challenging, yet, still destructive.' Say hello to *Iron Storm*.

Generally considered a genre with a cult-like following, *Iron Storm*'s real-time 3D polygon animations help make the strategy game more accessible to the non-traditional strat gamer. The thrill of actually seeing dive bombers decimate armored vehicles, artillery, and soldiers is certain to peak anyone's interest.



Use the standard mode to fight individual battles to gain experience, then you'll be able to confront the excellent AI in campaign mode...

Unfortunately, as the player becomes more immersed in the challenging gameplay, the animations merely slow down the game and become more of a distraction than anything else. But by that time, most players won't care, as the beautifully balanced gameplay and the challenge posed by the excellent AI will have become addictive. Compared to its competitors, *Iron Storm* eclipses them in terms of scope, game parameters and control interface..

In terms of drawbacks, there really are no significant ones. The sound is certainly adequate at best, but it is probably superior to that of any preceding strategy game. And although gameplay hasn't seen any revolutionary improvement for strategies, it is the best available. Never before has there been a simulation that so perfectly balances battlefield strategy and tactics. If you weren't a strategy fan before, you will be. **GP**



Let the animations draw you in, but understand that the true battle occurs on the traditional battle map. Trust me, you will learn to love this.



Although the animations are fun to watch, when you really get into this strategy thing, you'll probably turn it off to speed up gameplay.



Destructive boys need their toys. With over 500 weapons to choose from, *Iron Storm* gives you the most firepower for your simulation dollar.



Yup, when you become hooked on this game, this will be all you need to satisfy your killer instinct.

122mm guns + Infantry = Toast.



The real-time 3D polygon animations let you experience and determine the outcome of the great battles of World War II. Air, land, sea — you control it all!

INNOVATION 8

- Great battle animations help to make the game more accessible.
- No great innovations in gameplay, but strat fans will still love it.

GAMEPLAY 10

- Absolutely the most comprehensive WW II sim available for console.
- The balance of strategy, realism and gameplay will have you hooked.

REPLAY VALUE 10

- Wow, you can be the U.S., Germans or the Japanese. Ohhh, conquering goodness!
- We're talking 50 battles with 500 different weapons. I'm playing forever!

GRAPHICS 8

- Real-time 3D polygon graphics are the payoff to your strategic decisions.
- But if you keep those 3D animations on, expect some really long games.

MUSIC & SOUND FX 7

- Call me kooky, but I sort of go for that military battle march sound.
- The explosions are OK, but there's not much beyond that.

ULTIMATE 95%

PLAYSTATION

TEEN T

GENRE / shooter
PLAYERS / 1
PUBLISHER / Data East
DEVELOPER / Argonaut
AVAILABLE / now.
PRICE / $50-60





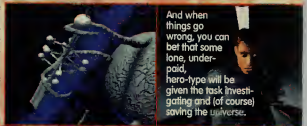
When I saw the ingredients contained track-based shooter and FMV, I knew that this concoction could only lead to indigestion.
— *Roger Burchill*

CREATURE SHOCK

Every now and then a game comes along that makes you wonder, 'What were these people thinking?' Even if there wasn't going to be revolutionary gameplay, you would think that people would copy from the best. Inexplicably, the designers of *Creature Shock* decided to emulate the worst that videogaming has to offer.

Which isn't to say that this game didn't have some potential. *Creature Shock*'s game graphics actually look like some of the intro sequences I always rave about. But unfortunately, even the graphics are on the grainy side, and the dismal gameplay is reminiscent of the FMV shooter, *Sewer Shark*. What this means, of course, is that all the player really does is move a targeting/directional icon around the screen and fire when attacked. And since the gameplay is track-based, there is minimal interaction with the game environment and no decision making structure independent of what the designer deemed the 'correct' path. Even the polygon shooter that serves as the game's first level is track-based and once again, features gameplay reminiscent of the worst examples of this genre. Who really wants to pilot a nondescript cube of a space ship as it follows a predetermined path?

Ultimately, the most disappointing part of this game is how its design flies in the face of what is generally considered 'next generation' gaming. 32-bit gaming is supposed to take us to new frontiers and new challenges. *Creature Shock* serves as a reminder that the revolution in gameplay can only come with software that rejects the failures of the past. **GP**



The captivating intro sequence chronicles mankind's desperate exploration of space and its sometimes tragic result.

And when things go wrong, you can bet that some lone, underpaid, hero-type will be given the task investigating and (of course) saving the universe.



Before you really start your adventure, you must first suffer through this track-based polygon shooter. Yes, it plays as bad as it looks.





Further along, you're playing a track-based adventure game. Most everything is controlled by a single button and the directional pad — just click to choose your path...

...or if you happen to be attacked, just use the same button to fire some rounds at your foul-looking, evil adversaries.

Every now and then, there are some interesting-looking enemies you run into, but this does little to mask the inherently deficient gameplay.



GRAPHICS
5

- Rendered graphics make it seem like you're playing an FMV intro.
- The graphics have a grainy appearance.

MUSIC & SOUND FX
4

- Unspectacular, but understated, sound won't annoy you in this game.
- The sound does nothing to add atmosphere.

INNOVATION
2

- Nothing new here. What is here is poorly executed.
- Rarely has the potential of 32-bit gaming been so under-realized.

GAMEPLAY
2

- The control interface is tedious, unchallenging and frustrating.
- Game intro represents the worst of the genre.

REPLAY VALUE
3

- With two CDs worth of gaming, it will take you a while to finish the whole thing.
- Only the most determined will bother suffering through this.

HEINOUS
28%



PLAYSTATION

GENRE / action
PLAYERS / 1
PUBLISHER / Electronic Arts
DEVELOPER / Bullfrog
AVAILABLE / now
PRICE / $54.99

MAGIC CARPET

On the PC, the carpet could fly, but on the PlayStation, it's stain-resistant and gets 60 mpg in the city! — *Mike Salmon*





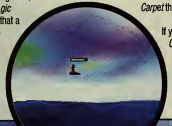
Cast a fireball spell onto the ground and it takes damage, and it stays there the entire game.

Over a year ago, *Magic Carpet* for the PC stunned the gaming world with its smooth graphics, rich gameplay, and complete fantasy world. A year later, there still hasn't been a game that even resembles it.

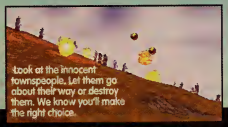
The graphics aren't nearly as impressive as most PlayStation games, but what makes *Magic Carpet* fly (besides the magic) is its deep gameplay. Combining elements from flight sims, RPGs, shooters, and other sim games, like no other game has ever done, makes *Magic Carpet* something special. The danger is that a pure flight sim fanatic is going to find the flying too trivial and the same goes for RPG, shooter, and sim fans. However, in the end, *Magic Carpet* manages to connect these styles in an inoffensive and enjoyable fashion.

Bullfrog, the heady developers of *Magic Carpet*, *Syndicate*, *Populous*, and *Theme Park* has created a rich 3D landscape for would-be conquerors to bend at their will. So as you fly along on the cloud-bound carpet, you build castles, possess towns, battle other sorcerers and completely alter the world you're in. Missed spells leave marks in the ground and some higher level spells, like Earthquake completely change the terrain. This means that each time you play *Magic Carpet* the world is going to be totally different.

All these factors point to one thing: If you haven't had a chance to play *Magic Carpet*, then it's time you did. **GP**



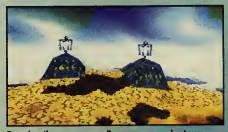
If it's not one of those flying worms, it's the other Sorcerers trying to keep you down.



GO AHEAD, MAKE YOUR WORLD

Completely changing the terrain puts *Magic Carpet* in a class by itself.





By using the possess spell, you can acquire towns and mana, all at your evil command.



You can put your castle anywhere you see fit and then you can make it even bigger.

GRAPHICS 8
- Rich 3D worlds and some real nice art.
- A year ago, this game on the PC was graphically amazing. Naw, it's just kinda average.

MUSIC & SOUND FX 9
- Just the kind of music you'd expect to hear on a flying carpet.
- Sound FX are awesome, especially the sound of trees burning.

INNOVATION 8
- There has never been a game quite like this.
- Network play was easily the best PC feature and it's not here.

GAMEPLAY 8
- Combines flight sim, shooter, RPG, and Sim City-type games into one great package.
- There is repetition from level to level.

REPLAY VALUE 9
- Over 16 mind-boggling spells keep you interested.
- The game gets tougher and more complex the deeper you go. It's hard to put down.

EXCELLENT

84%

GP SPORTS



There weren't any sports games ready for review this month, but I've got enough hot previews to fill up an entire issue of some mags. I strongly believe in using every page of this sports section for sports videogame information and nothing else. I mean, if you want an interview with Michael Jordan, get Sports Illustrated, but if you want to know the good, the bad, and the ugly about every sports game on the market, then GP Sports is THE only place to go.

The seemingly endless steam of 32-bit sports games just keep coming in. You get a look at three basketball titles, a Soccer game, and eleven (yes, I said *eleven*) baseball games this month. The PlayStation is host to the on-court battle between Sony Interactives' *NBA Shootout* and EA's *NBA Live '96*, and I give you a detailed look at the early development of these two fierce rivals. Then, with the baseball season finally starting on time, it'll be nice to get an early look at which developers are able to capture America's pastime the best.

Next month, look for the a ton of reviews in the sports section. You know I'll tell it to you straight because I play sports games and know that nothing is worse than getting that brand new game home and finding out that it plays like a snail, doesn't include real players, and doesn't even track stats. Until next month, start getting excited about this long list of sports goodness and don't bet against the Rockets (even without Clyde).

Mike

BOTTOM OF THE NINTH

Konami For PlayStation



The screen is so crowded with unnecessary information that it makes seeing the field real hard, and, when trying to track down a fly ball, it can be real frustrating.

After seeing the graphically impressive *NBA In The Zone*, I couldn't help but get excited about Konami's next sports title. And with its football game being delayed indefinitely, *Bottom Of The Ninth* is that next game.

The early version I've been playing features fully polygonal characters and the full players' license. It also features a season mode (unlike *In The Zone*) and has most of the standard simulation features. Some of the problems with *Bottom Of The Ninth* are in the gameplay. The outfielders are real small and it's nearly impossible to judge fly balls, since the camera doesn't show your fielders until it's too late. The pitching also seems a bit simplistic, but these are problems that could be easily fixed by the time this game is final.

If nothing else, Konami has proven that polygon baseball players can be used effectively, but the question remains — is there any advantage to using polygons in a baseball game, unless they can be dramatically smoothed?



Real players and their real numbers give you a chance to step up to the plate as the Iron Man or onto the mound as The Big Unit.

Full simulation features, like Season Play and Statistical leaders, are gladly included in *Bottom Of The Ninth*.



MLB PENNANT RACE

Sony Interactive For PlayStation

Sony's attempt at world domination (or at least PlayStation sports game dominance) continues with *MLB Pennant Race*. Sony is the only company to acquire both the MLBPA and MLB licenses, which assures that it can re-create the stadiums, home and road uniforms, and players completely. I saw a brief glimpse of this game in San Diego a while back and it was already looking awesome. Even though I haven't seen this one lately, it is easily one of the most-anticipated titles at my desk. The people working on *MLB* know baseball and videogames and I'm sure they are going to put forth a class-A title.

Next month, we're going to get a full report on this game, along with as many screenshots as we can squeeze out of Sony.

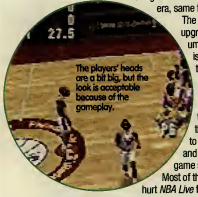
NBA Live '96

Electronic Arts For PlayStation



Any of the included views give you a good playing angle and a chance to see the cheerleading 76ers (yeah, right!...) go to work.

Without a doubt, *NBA Live '96* for the Genesis is the current Basketball sim champion. So what could EA add to the PlayStation version to make it even better? Well, they could've added polygonal players, fancy motion-captures, and an announcer. However, EA decided not to tamper too much with their successful title, leaving almost all of the gameplay the same, rather than risking a technological wonder that's lacking in gameplay. Because of that, *NBA Live '96* for the PlayStation looks just like you would imagine a 32-bit version of *Live* would look. Same familiar camera, same floating players, and same depth of play.



The players' heads are a bit big, but the look is acceptable because of the gameplay.

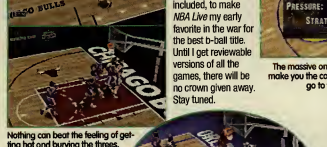
The game graphics have been considerably upgraded from the Genesis version, with 3D stadiums and an overall crisper look. Still, *NBA Live '96* isn't the best-looking 32-bit hoops title, but it is the most complete and playable thus far. The preview version I've been staying awake nights playing suffers from the same problems that kept *Live* from being the perfect hoops game on the Genesis. The players appear to be skating on the court, posting up is mostly useless, and going to the hole for a basket can be entirely too easy, and things like Shaq knocking down 14 threes in one game shouldn't make it to the final version (please!).

Most of those same problems hurt *NBA Live* for the 16-bit systems, but the rest of the game always made up for it. Same here — the pure excitement of driving the lane as Penny Hardaway and either tossing up a lob for Shaq, gliding in for a finger roll, or kicking it back out to Dennis Scott for the three more than make up for some of the small problems. There are still problems we would like solved, but until someone else manages to upend *NBA Live* as the best hoops game, these flaws have to be tolerated.

There is a choice of camera angles to play from and they all work as well, if not better, than the old 16-bit view. The camera is closer, which makes it easier to see what's going on and gets you much more into the game. Overall, the game just has that same complete feel of the 16-bit version, with more features and options than the other games combined. All the stats, options, players, plays, and features are included, to make *NBA Live* my early favorite in the war for the best b-ball title. Until I get reviewable versions of all the games, there will be no crown given away. Stay tuned.



Nothing can beat the feeling of getting hot and burying the threes. 'Steve Kerr is in a zone'!



...do you kick it out to 3-D for the trey...



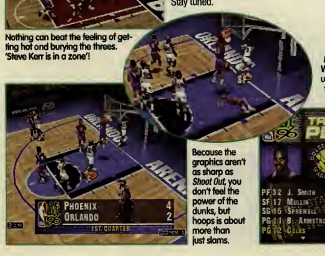


You're Penny and you're slashing down the lane...

...or to...up the lob for the Big Man? All of these choices are yours.



The massive amount of realistic plays make you the coach, then you have to go to the floor and execute.

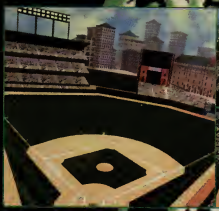


Make all the trades to load the Warriors up with their new lineup, then take it to the court and try to make them win (ask Rick Adelman, it ain't easy).

Because the graphics aren't as sharp as *Shaq Out*, you don't feel the power of the dunks, but hoops is about more than just slams.

MVP BASEBALL

Data East For PlayStation/Saturn



Camden Yards on the PlayStation. If the detail of these stadiums is any indication, then *MVP Baseball '96* is going to be incredible.

Recently I made a trip down to San Diego to visit with Blue Sky software, easily one of the top developers of sports games, who has signed on to do the *MVP* sports line for Data East. Blue Sky certainly isn't new to the sports category, having made *World Series Baseball*, *World Series Baseball '95*, *College Football's National Championship*, and *Joe Montana Sports Talk Football*, all of which are some of the finest sports games for their time. On top of that, Blue Sky was responsible for Sega's mega-hit *Vectorman*. Going around the offices, I really got the feeling that these guys know what they're doing — the programmers, the artists, and the producers all know about sports and they know how to make a good sports game.

MVP Baseball '96 is going to be the first title in the Blue Sky/Data East collaboration and is going to be available in July. The game will feature Blue Sky's trademark 'big batter' from the *World Series* games, which puts the player much closer to the field. The players are all equipped with meticulous 3D animations, which really give the sprite-based players a realistic look. BlueSky decided not to go with polygon players because they just don't look like real baseball players.



No detail was left out as BlueSky artists created these comic scoreboard animations for special situations.



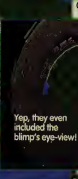
The other stadium we got to see was Busch Stadium in St. Louis, and it's looking real nice as well.

However, all 28 stadiums are re-created in 3D, complete with light-sourcing, and the ones I saw looked awesome. The game is also going to feature a play-by-play announcer that the developers promise will raise the standard of video game play-by-play to an entirely new level. On top of that, a stadium announcer will announce the players as they come to the plate, just like at the park.

On top of the obvious graphic and sound enhancements, *MVP Baseball '96* has several gameplay elements that no one else is doing. BlueSky's trademark 'adjusting batting cursor' makes it so the sweet spot on the bat will enlarge or shrink based on statistics and historical information from STATS, Inc. If Bobby Bonilla is 0 for 28 lifetime against Greg Maddux with two strikes on him, his batting sweet spot will shrink dramatically. Likewise, if Mike Piazza is a .450 lifetime hitter against Greg Swindell when he's ahead 2-0 in the count, then the sweet spot will grow dramatically. This means that, in *MVP Baseball '96*, you have control of real major league players and all their tendencies, possibly making it the most realistic baseball game on the way. Add to that player fatigue, injuries, slumps, and streaks throughout the season and you have a season full of ups and downs, just like the real Major League season.



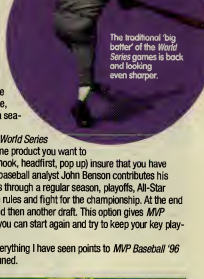
Here you see a couple of sharp-looking players patrolling the outfield in the closest thing I saw to actual gameplay. !!!



Yep, they even included the blimp's eye-view!



When the camera comes in close, you see the detail in this amazing catch. Keep a look for more on this game next month.



The traditional 'big batter' of the *World Series* games is back and looking even sharper.

The actual playing of the game is important too, and if you take *World Series Baseball '95* as an example of what to expect, then you know this is one product you want to keep an eye on. Speed bursts, circus catches, and a variety of slides (hook, headfirst, pop up) insure that you have complete control of your players on the field. Off the field, top fantasy baseball analyst John Benson contributes his wisdom and advice to the fantasy game. You can play with real teams through a regular season, playoffs, All-Star game, exhibition or you can draft a team using real fantasy league rules and fight for the championship. At the end of the season, you have to deal with salary raises, free agency, and then another draft. This option gives *MVP Baseball '96* incredible replay value. Once you finish your season, you can start again and try to keep your key players together for a repeat or three-peat. Awesome.

I still haven't seen all the elements of this game in action, but everything I have seen points to *MVP Baseball '96* being one of the most complete baseball games of the year. Stay tuned.

FRANK THOMAS BIG HURT BASEBALL

Acclaim For Saturn/PlayStation

The 16-bit *Big Hurt* took a big hurting from several reviewers, but what I've seen on the 32-bit version looks real nice. If the gameplay can match up to the graphics, then *Big Hurt* could be a big contender. However, I really don't know what to think of this one yet.



Night games or day games look awesome in Big Frank's latest effort, but can the play match up?

NBA Shoot Out

Sony Interactive For PlayStation

With the success of *NFL Gameday* and *NHL Face Off* already under its belts, and the failure of the miserable ESPN sports series long behind it, Sony Interactive hopes to take the lead in its third major sport. *In The Zone* was the first hoops game to grace the PlayStation and it looked like a real winner, but the lack of any simulation value whatsoever leaves the basketball title up for grabs.



However, when the replay kicks in, you move in close to see just how good this game looks. Check out Penny with the monster jam.

That's where *NBA Shoot Out* comes in. The developers really worked on making *Shoot Out* a complete basketball game. They wanted the graphics, the control, and the simulation all to be intact. Judging from the preview version I've been playing, they have managed to get bits and pieces right, but are still short of the basketball experience I'm hoping for.



All of the camera angles keep you at a distance from the players, but you can see who you're passing to.

The players look real crisp, the reflections on the court are nothing short of breathtaking, and even the squeaking sneakers are done nicely. However, there are definitely some problems with *Shoot Out*, and hopefully the developers can fix these problems before the final version. No matter which of the seven views you choose, the players are too small. That wouldn't be such a problem if it weren't so tricky to maneuver between defenders. Whenever you run into another player, you just stop, rather than colliding or slipping past. This causes a much slower-paced game and can often result in frustration. Games like *NBA Live* always erred the other way, making games too fast and easy to get to the hole, but *NBA Shootout* does need to add some of the slashing moves to increase realism and make the game more exciting.





The shooting is smooth, but you never get the feeling of control.

Another problem with the early version of *Shoot Out* is the stiff control. The players' motion-capture is completely realistic looking, but it often takes so much time for the motion-capture to finish its movement that you never really get full control. For example, you press the jump button, then watch your player jump, raise his hands and then land. By that time, the opponent has had plenty of time to pass the ball around for a score. You also aren't able to jump in any direction. You can only jump up and down. It's exactly that kind of stiffness that NBA Shoot Out suffers from. I'm not saying that *NBA Shoot Out* isn't already a good game, it's just that in order to satisfy my heathen urge for the perfect B-ball sim, there is work to be done.



Jumping for a block or rebound is a very stiff process, making it tough to do.

Every player in the NBA is included, except the usuals: Jordan, Magic, Charles. They each have a picture to identify them and their polygonal counterparts resemble them, in most cases. That, along with the ability to call plays (although only a handful of plays are available in this version), makes *Shoot Out* much more intriguing as a sim, compared to *In The Zone*. However, from what we've seen so far, *NBA Shoot Out* needs to finish strong in order to tackle the mighty *NBA Live '96* (opposite page) as the PlayStation hoops champ. Next month, we'll have them one-on-one. The winner gets to choose what kind of Taco they want.

All the real players (with photos) gives you a chance to see more of the Worm (man, is he *ugly*).



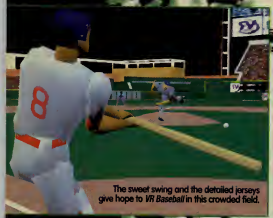
Complete stats for each player lets you breakdown your team's performance, although I prefer the straight line score, so you can see all the stats at one time.



The motion-captures look great, but players like George Mumeson don't do tomahawk jams or move the same as Latrell Sprewell (who they used for the motion-capture).



"You gotta call glass from there, baby!" For some odd reason, the players use the backboard from everywhere.



The sweet swing and the detailed jerseys give hope to *VR Baseball* in this crowded field.

VR Baseball

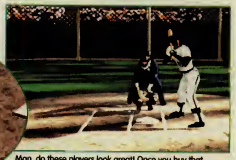
Interplay For PlayStation

The guys at VR Sports are taking their games very seriously and baseball seems to be getting most of their time. I just recently saw some video footage of the players' faces, which have video textures over the polygons, and they look amazing. The uniforms also look mighty impressive, but no sign of gameplay yet. Perhaps next month I'll get a chance to dive into *VR Baseball*, but until then, know that this game is getting the complete Major League treatment and is coming along nicely.

3D Baseball

Crystal Dynamics For Saturn/PlayStation

You know, I've been giving you information on this game since the Bush administration (slight exaggeration) and not much else has been heard either way. The only screens I've seen are of SGI renderings. Once I see this play, I'll have a much better idea of what to expect. As for now, your guess is as good as mine.





Man, do these players look great! Once you buy that $30,000 workstation, you can make them move. I'm impatiently awaiting some more info on this one.

Addidas Power Soccer

Psygnosis For PlayStation



Soccer is undoubtedly the world's sport. That explains why so many Soccer Videogames have been made. This latest effort from Psygnosis is one of the smoothest soccer games I've seen. The motion-capture on the players is done to perfection and incorporated perfectly into the game. However, *Power Play Soccer* isn't going to compete with the likes of *FIFA*, instead it hopes to get an entirely different audience. The gameplay is fast, smooth, and extremely fun, but it is by no means a simulation. Kicking other players in the head and knocking the goal tender over with a super kick are some of the features that make *Power Play* so interesting.

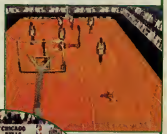
You can play the game as a sim or as a knock-down dragout arcade-style soccer game. Either way, *Addidas Power Play Soccer* looks to be an awesome entry into the crowded soccer field. More on this next month.

NBA Action

Sega For Saturn

The long-awaited first Saturn basketball game from Sega Sports is finally getting closer to completion. On the Genesis, *NBA Action Starring David Robinson* was never able to compete with EA's basketball titles, but on the Saturn, *NBA Action* is the only hoops game featuring a players license, which definitely gives it a head start.

Every arena is texture-mapped, complete with astonishing detail, as you view the game through either the ball cam, player view, or view from above. The play-by-play is brought to you by Marv 'YES!' Albert, and if Sega can get the same kind of play-by-play they got for *World Series Baseball*, then it might actually add to the game. All 29 NBA teams and over 400 players ensure that most of your favorite players are going to be at your control. Features like in-depth play books, home court advantage, signature moves, stat-tracking, a create player mode, and player attributes in more than 20 categories that change during game play depending on if they're 'en fuego' or not, make *NBA Action* sound like a game I want to play. However, talk is cheap and, until I've actually played this one, I will hold the praise.





All they've shown on NBA Action so far are these renderings of the United Center and his Airness. Looks good, but does it have a game? I'll let you know ASAP.

Hardball 5

Accolade For PlayStation

The graphics look much improved over *Hardball 4*, but the intensely-deep statistics are what will make this game different.

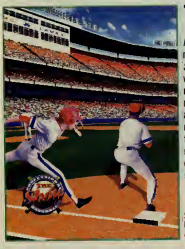


The best selling simulation of all time is the *Hardball* series, and while it's never been able to win on the consoles, Accolade is hoping the mighty PlayStation can help it change all of that. Because *Hardball 5* is being made for the PC first, you can expect it to have a much deeper statistical and simulation approach than some console-only games. However, it's also true that the speed, graphics, and playability are likely to suffer.

Hard Ball 5 features 40 stadiums, 40-man rosters for each team, complete players' license, fantasy league play, ten skill levels, minor leagues, and play-by-play from Al Michaels. *Hardball 4* had some great features' but fell short in many gameplay areas. Hopefully, *Hardball 5* can correct those and be the true simulation some fans are waiting for.

THE SHOW

Virgin For PlayStation/Saturn



Virgin's already put together the amazing *NHL Power Play '96* and now it's working on *The Show*. The PC screens we've seen look real nice. The inclusion of real players and some advanced AI should make this an interesting title. In the next couple months, I'll give you a chance to see some more of this game.

Sharp digitized players look great, but can it compete with the rest?

TAKE ME OUT TO THE 3D-RENDERED PARK

With more baseball games than you can count on the way, getting an honest opinion is very important.

There are nine baseball games scheduled for release on the PlayStation this year, not to mention a host of titles for the Saturn, Super Nintendo, and Genesis. How the hell will I wade through the massive amounts of titles to find the game you want? The best way to do that is keep reading right here, as I perform my monthly "show and tell" of sports games. This month I've given you a complete look at the baseball titles on the way. This should give you an idea of what to expect, so you don't just buy the first baseball game that comes out. Remember, because often they aren't the best. Some of these games are still heavy in development, so the information I have isn't complete, but when more becomes available, look for these same areas for insightful and often insidious observations.

KEN GRIFFEY JR.'S WINNING RUN

Nintendo/Rare For Super NES



The lack of any real players, besides Junior, keep this game from being anything but arcade style.

The batter's view looks great and so does the view for fielding. A for improvement from the original.



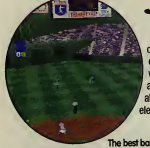
The players do have some detailed ratings, but this is not a sim!

The most successful Super Nintendo baseball game is back for another season. You'd think that being piled in with all these monstrous 32-bit games would make *Winning Run* pale in comparison, but the screens I've seen look great, even better than some of the 32-bit games. Rare, the UK makers of *DKC* and *KI*, have used its rendering tools to make this game look as good as it can on the Super Nintendo.

The same humorous approach has been taken in this second effort, with even more crazy animations. You can play in a league and pretend you're simulating a season, but the charm in *Winning Run* is in the pure arcade action of the game. This isn't for baseball fanatics, but for videogame fanatics that don't despise baseball.

WORLD SERIES BASEBALL '97

Sega For Saturn



The best baseball game on the 32-bit systems is still *World Series Baseball*.

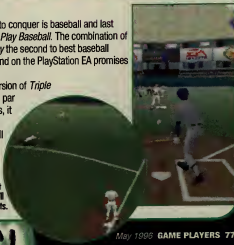
The first *WSB* for the Saturn is the best baseball game to date and this time around, all 28 stadiums will be done. The fast-playing engine is going to remain similar, which is good news. I haven't seen anything on this, but the promise of all 28 stadiums and some more sim elements is very exciting.

TRIPLE PLAY '97

EA For PlayStation

The only sport EA Sports has yet to conquer is baseball and last year it moved closer with *Triple Play Baseball*. The combination of sim and arcade made *Triple Play* the second to best baseball game last year *(WSB '95* was best), and on the PlayStation EA promises much more.

I've seen the Japanese 3DO version of *Triple Play* and, while the graphics aren't on par with other PlayStation baseball games, it does play real smooth. Expect some major graphical enhancements and all of the usual EA thoroughness in regards to features.



The Japanese 3DO version gives you an idea of what to expect from *Triple Play*, but there are still going to be improvements.

NOW PLAYING

Once again, we drag out all of those reviews that we slaved so long and hard over, boil 'em down to about two or three sentences and cram them in with a bunch of other reviews that have suffered the same degrading treatment. What can we say? We just can't help ourselves!

WipEout

SONY INTERACTIVE FOR PLAYSTATION
Review, Sep'11



From sizzling start to frantic finish, *WipEout* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 96%

Bladeforce

STUDIO 3DO FOR 3DO
Review, Sep'12

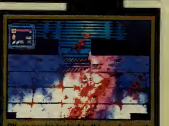


Strap on your heli-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

Loaded

INTERPLAY FOR PLAYSTATION
Review, Sep'1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL!! YES! This game rocks! Get it!!!

OVERALL 91%

Did you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong; *Game Players*; 150 North Hill Drive; Brisbane, CA, 94005 and tell us what you think was wrong with the review, the score the game should have received, and why. You won't win anything, except 15 minutes of fame. Oh, well... GP

• denotes games reviewed last month

Agile Warrior

Virgin for PlayStation; review, Sep'1

There may be people out there who will enjoy this, but we can't understand why. The plane is anything but agile, the weapons systems aren't accurate, and the whole game moves way too slow. What's really missin: here is the fun!

OVERALL 50%

Alone in the Dark 2

Interplay for 3DO; review, Sep'1

Here's a sequel where the developers fixed about half of the problems the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap. It's not a bad game, it's just really hard to work through.

OVERALL 81%

Assault Rigs

Sony Interactive for PlayStation; review, Sep'3

Hey, do you remember Tron? Well, this game is kinda like that movie. Drive your tank through a whole bunch of different mazes, shooting up the bad guys! The only bummer is that the mazes aren't very interesting at first. Oh, well. This is still really cool.

OVERALL 78%

Attack of the Mutant Penguins

Atari for Jaguar; review, Sep'3

The premise here is simple: ALL MUTANT PENGUINS MUST DIE!!! Got it? Good. What makes this game fun is the many different ways you've got at your command to snuff the little rotters! Remember, the only good penguin is a dead penguin! This is cool!

OVERALL 88%

Battlemorph

Atari for Jaguar CD; review, Sep'1

This title is a must-have for all Jaguar owners! While it's a bit tough to handle at first, after just a few minutes you'll be flying like an old pro. The ability to fly anywhere (even underwater!) really gives this game an edge! You need this one!

OVERALL 85%

BattleSport

Studio 3DO for 3DO; review, Sep'2

With 50 different arenas and 27 different types of weapons, this game is gonna rock your socks off! Take on a friend in one of the most imaginative games ever. Let's face it — this game is very cool!!!

OVERALL 96%

Breath of Fire 2

Capcom for Super NES; review, Sep'1

While the original *Breath of Fire* was a decent game, this sequel just isn't that great. The game is pretty slow and has a bad habit of letting you know what to do next, while not giving you a clue about how to do it. This game can make you groan.

OVERALL 66%

Captain Quazar

Studio 300 for 3DO; review, Sep'2

This game is just like your life: no matter how the scenery changes, you keep doing the same old things. The control system is awkward and aiming your weapons is next to impossible. You wouldn't have to look far to find a better action game.

OVERALL 54%

Center Ring Boxing

JVC for Saturn; review, Sep'3

While this type of game isn't as popular as fighting games, boxing games do have their fans. This game allows you to customize and train your boxer and then turn him loose in the ring, where he will probably suffer some kind of brain damage! It's a good game.

OVERALL 79%

What you Think

Your review of Mortal Kombat 3 *for the PlayStation got a 77%. It does not deserve any more than a 60%. I would rather play* Tetris *for the Game Boy.*

— Mike Griskaubas, Sharon, CT

• Clockwork Knight 2

Sega for Saturn; review, Sep'4

Here's an extremely well done game with only one problem: there are only 12 types of enemies in the whole game! Other than that, this disc has a lot of goodies on it, including the original *Clockwork Knight* game. How can you lose?

OVERALL 79%

• College Slam

Acclaim for Super NES; review, Sep'4

OK, what we got here is *NBA Jam*, only with college players. While you can enter your own names for players and edit their stats, the players pictures aren't available to change, so you never quite get the feeling of being the actual college team. It's your call...

OVERALL 69%

Criticom

Vic Tokai for Playstation; review, Sep'1

Not only did this game win an award for best opening FMV sequence, but its beautiful graphics and cutting-edge sound effects are sure to captivate you. While the game controls score high in innovation, their functionality leaves something to be desired.

OVERALL 81%

Cutthroat Island

Acclaim for Super NES; review, Sep'2

Here's an 8-bit game masquerading as a 16-bit game. The graphics stink, there's no gameplay to speak of and the designers even included a dreaded mine cart level. THE HORROR! The only good thing about this game is that you're not required to play it!

OVERALL 31%

Cyberia

Interplay for PlayStation; review, Sep'3

This graphic adventure is a kind of transition point between what this type of game was and what they can be someday! While the graphics are really sweet, having to follow a linear storyline kinda sucks. Someday, these games will rock! This one just kinda rolls.

OVERALL 70%

Cyberspeed

Mindscape for PlayStation; review, Sep'2

Try to think of this game as the poor man's *WipEout*. While the game does have several fascinating angles to it, these same angles are the games downfall. While *WipEout* lets the player get right into the game, this game's learnin' curve is very steep and frustratin'.

OVERALL 73%

D

Acclaim for Saturn; review, Sep'3

This version of the over-popular scary game has been 'improved'. What that means is that they've tried to fix some of the problems inherent in the 3DO version, and pretty much failed at it. It's still a really scary game, though it's just a bit slow!

OVERALL 79%

• Darius Gaiden

Acclaim for Saturn; review, Sep'4

This is a totally uninventive 2D shooter. If it weren't for the fact that you get to pick which level you get to play next, and those really big, fish-like bosses, this game would be a total loss. If you like 16-bit-style shooters on your 32-bit system, go for it, otherwise...

OVERALL 53%

Dark Stalkers

Capcom for PlayStation; review, Sep'3

This is probably the best 2D fighter out there, but let's face it — IT'S A 2D FIGHTER! In this day and age of 3D fighting games, how much life can be left in the old genre? Still, this is arguably the best 2D fighter out today. It's still worth a play...

OVERALL 71%

Defcon 5

Data East for PlayStation; review, Sep'1

If you like doing a lot of exploring and puzzle-solving, then this is the game for you! Try to debug the space station's computer in time to prevent the alien invasion. Basically, this is a shooter with brains and a plot. Great music and sound, too!

OVERALL 82%

Defender 2000

Atari for Jaguar; review, Sep'3

With its solid gameplay, this game was once the champion of the arcades. Now, it's still got solid gameplay and it's still fun as all hell! Along with the original game, there are two other versions with better graphics, but the original is still the best!

OVERALL 81%

• Descent

Interplay for PlayStation; review, Sep'4

If it weren't for the fact that the graphics really hadn't been updated from the PC to a 32-bit console, this game might have gotten an ultimate award. This claustrophobic, disorienting game is really a hoot! The mazes will drive you crazy! Get this one!

OVERALL 84%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: Diddy's Kong Quest

NINTENDO FOR SUPER NES
Review, 8#12



Diddy's back — and he's got a girl-friend! This game is even better than the original *DKC*! This title is more fun than a barrel of monkeys! Yow!!!

Overall 94%

World Series Baseball

SEGA FOR SATURN
Sports, 8#12



This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

Overall 97%

Earthworm Jim 2

PLAYMATES FOR GENESIS
Review, 8#12



That lankiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

Overall 92%

Sega Rally

SEGA FOR SATURN
Review, 9#1



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

Overall 92%

Flying Nightmares

Domark for 3DO; review, 9#1

If you're really a flight sim fan, then you should maybe think twice before buying this game...the game control isn't all that hot, with many maneuvers requiring multiple button mashings on a split-second basis. This game is neither dull, nor exciting.

Overall 75%

Gargoyles

Disney Interactive for Genesis; review, 9#1

From out of nowhere, Disney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to *Demon Crest*, *Gargoyles* is a much better experience.

Overall 85%

GEX

Crystal Dynamics for PlayStation; review, 9#3

If you're looking for a side-scrolling game for your PlayStation, then this is it! This is a straight port-over from the 3DO, without any secret stuff added in. It might also help if you're a big Dana Carvey fan...since he does the lizard's voice...

Overall 81%

Gnen War

Sega for Saturn; review, 9#1

You could consider this game as the next step in *Doom*-style shooters. The most exciting aspect of this game is that the mission objectives vary drastically from level to level. If you love first-person combat, this is the game for you.

Overall 81%

Hang On GP

Sega for Saturn; review, 9#3

While there is next to no draw-in and a total of six different tracks, this game suffers from really blocky graphics, especially in the way the cycles and their drivers look. Other than that, this is a good addition to anyone's Saturn library!

Overall 81%

Mi Octane

EA for PlayStation; review, 9#2

The best part of this game is the way the tracks seem to swell and recede in certain points. The racers themselves look real geometric and lifeless. If the designers had taken a bit more time, this game good have been exceptional, instead of just good.

Overall 66%

High Velocity

Atlus for Saturn; review, 9#1

This title came out of nowhere to be a fantastic game! The mountain tracks are some of the best ever seen in any racing game and there isn't any draw-in at all! This could have been an ultimate game if you could race against more than one car.

Overall 84%

In The Hunt

T*HQ for PlayStation; review, 9#2

If you like really big, beautiful explosions that really rock the screen, then this is the game for you! If, on the other hand, you like 32-bit games that aren't left-to-right, side-scrolling shooters, then this isn't the game for you. Take yer choice!

Overall 51%

Johnny Bazookatone

US Gold for Saturn; review, 9#2

Yee-haw! Slap that 3D round clip into your guitar (your guitar?) and get ready for some real Rock 'n' Roll action! While this game may frustrate beginning gamers, it's a real hoot for the side-scrolling master! Lock and load! Let's rock!

Overall 73%

Jupiter Strike

Acclaim for PlayStation; review, 9#2

While this game has one of the most beautiful intro sequences ever, the rest of the game is simply lacking. The music and sound effects are the worst ever heard, and your fighter is totally bereft of any kind of control. This should be called Jupiter Strikes Out.

Overall 48%

What You Think

What is the hell is wrong with you guys? I can't believe you gave* Comix Zone *a 72%. It should get an 86%. The game has totally awesome graphics.

— Brian Kitchen, Thorndale, PA

Killing Time

Studio 3DO for 3DO; review, 9#1

This game is kinda like a cross between *Doom* and *7th Guest*. While there is a lot of shooting going on, underneath it all there is a hell of a puzzle to solve, along with some humor to keep it all moving along. Definitely worth a look!

Overall 83%

King's Field

Ascii Entertainment for PlayStation; review, 9#3

This game is a very entertaining mix of action and RPG! Stalk the dark halls in search of weapons, fantastic treasures and monsters galore! Unfortunately, this game also has a hard time deciding which type of game it wants to be... But, it's still way cool!

Overall 84%

Kolibri

Sega for 32X; review, 9#1

If you've ever wanted to be a hummingbird with an arsenal of deadly weapons stashed in your beak, then you gotta check this out! Otherwise, once the really stupid premise wears off, all you've got here is a 2-D shooter.

Overall 63%

• Krazy Ivan

Sony Interactive for PlayStation; review, 9#4

Who's got complete control over a 70-ton mechanized warrior, loaded to the gills with all kinds of deadly weaponry? Why, Ivan does! AND HE'S CRAZY!!! This is a beautiful, fluid game that is just a bit too short, sadly. Give it a try!

Overall 82%

Last Gladiators

Time Warner for Saturn; review, 9#1

Here's the game to get if you want to play pinball at home. This title features four different pinball games, each of which has different goals. Aside from the annoying score display that is always hovering over the screen, this is a good one.

Overall 74%

• Lucien's Quest

Panasonic for 3DO; review, 9#4

Everything about this RPG is dead average. Well, OK, the graphics are kinda cool and the soundtrack is full, but everything else is just plain average. It only took Jeff nine hours to beat this game and he says he didn't have any fun. Like we said — average.

Overall 54%

Mark Davis: The Fishing Master

Natsume for Super NES; review, 9#1

Back when fishing consisted of grabbing a six-pack and sitting drunk in a boat for a few hours, we never suspected that someone would come along and invent a game that would take all the fun out of the sport. Well, someone has...

Overall 49%

Mega Man X3

Capcom for Super NES; review, 9#1

Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Wiley is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like *MM*, get this game.

Overall 81%

Missile Command 3D

Atari for Jaguar; review, 9#3

Most of the really cool games for the Jaguar have been re-issues of the old games of yesteryear and this is no exception. The really cool game in this package is the VR game. With its bosses and its real 3D look, this game has it all!

Overall 83%

• Museum Classics Vol 1

Namco for PlayStation; review, 9#4

The best part of this disc is the fact that seven games — even if they're not all that great — are still better that just one game on a disc. Unfortunately, only four of the seven games here are worth coming back for. Oh well, *Pac Man* is still fun.

Overall 66%

Mystaria

Sega for Saturn; review, 9#1

Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as *Riglord Saga* in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

Overall 81%

Philosoma

Sony for PlayStation; review, 9#3

This is a sprite-based shooter. There will be lots of tendon-damaging turns and thumb-bruising button mashing. Some people think this is fun. In fact, some people thought this was fun for years, which is why the designers haven't ever changed the genre. Oh, well...

Overall 65%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

VIRTUA FIGHTER 2

SEGA FOR SATURN

Review, 9#1



There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

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PRIMAL RAGE

Time Warner for PlayStation; review, 9#2

Here it is, folks! The arcade classic has been faithfully reproduced for the home. Unfortunately, the arcade classic was only a 2D fighter with a simplistic combo system. So, if you need fighting dinosaurs, get this game. Otherwise, it may be a bit extinct

OVERALL 74%

PSYCHIC DETECTIVE

Electronic Arts for 3DO; review, 9#3

Trent Ward said this game was about as much fun as a Love, American Style marathon. Actually, this game is only slightly more fun than a multiple root canal. You'd be better off just leaving this one all alone on the shelf, OK?

OVERALL 28%

PTO 2

Koei for Super NES; review, 9#2

This has to be the single most complex game ever devised by man. You can fight the entire Second World War in the Pacific Theater of Operations all over again! If you love war, you'll love this!

OVERALL 90%

• RESIDENT EVIL

Vic Tokai for PlayStation; review, 9#4

Sing along, everybody! Blast those zombies in the head. Do-dah, do-dah! Make sure that they're good and dead! Oh, do-dah day! Now, repeat after me! I NEED THIS GAME. I NEED THIS GAME! This game rocks!

OVERALL 92%

REVOLUTION X

Acclaim for Genesis; review, 9#2

Everything about this game sucks, from the lousy graphics, to the horrible music (Aerosmith? Yuch!), to the astounding lack of gameplay! Let me repeat that, just in case you're deaf from going to too many rock concerts — this sucks!!!

OVERALL 29%

ROAD RASH

Electronic Arts for PlayStation; review, 9#3

If you've never played this game on any of the millions... Oh alright, *hundreds*, of systems that it's been on before, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by!

OVERALL 73%

• SILVERLOAD

Vic Tokai for PlayStation; review, 9#4

Yeee-haw! What could be cooler than a horror/western game? Try to keep body and soul together as you try to find out who's been stealing all the settlers' children. Kick-ass graphics and really great creepy atmosphere make this a winner!

OVERALL 83%

SKELETON WARS

Playmates for Saturn; review, 9#3

This is really weird... You've got a 2D, side-scrolling game, but the world that it takes place in is 3D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot.

OVERALL 79%

SOLAR ECLIPSE

Crystal Dynamics for Saturn; review, 9#2

While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all!

OVERALL 73%

SPIDERMAN: WEB OF FIRE

Sega for 32X; review, 9#3

OK, let's get things off to a good start... THIS GAME SUCKS! Man, that just good! There isn't one thing in this game that hasn't been done before somewhere else — and better, too! So everyone repeat after me... THIS GAME SUCKS!

OVERALL 30%

WHAT YOU THINK

You guys are really weird! You gave College Football USA '96 an 82%. I'm not the biggest freak about sports games, but I would have given this game a 92%!

— Matt Dillon, Jacksonville, AR

SPOT GOES TO HOLLYWOOD

Acclaim for Genesis; review, 9#3

Wow! Here's a game about a bottle cap! How... uh... cool. Yeah, that's it. It's... cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is... uh... a bottlecap. Yeah...

OVERALL 63%

STREET FIGHTER ALPHA

Capcom for PlayStation; review, 9#3

Here's that game again, for the millionth time. Frankly, there are better fighting games out there, but if you feel happy giving the same company your money for basically the same game, with a few changes, then go right ahead...

OVERALL 87%

THUNDER STRIKE 2

Sega for Saturn; review, 9#2

Get in your chopper and blast the crap out of the enemy in this innovative helicopter sim! While enemy vessels and parts of the terrain do kinda just 'pop in' to the screen, the action is fun, fast and furious! Kill 'em all!

OVERALL 86%

TOY STORY

Disney Interactive for Genesis; review, 9#1

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very cool gameplay! This looks and plays better than *Clockwork Knight*!

OVERALL 87%

TWISTED METAL

Sony Interactive for PlayStation; review, 9#1

How cool can this get? You drive around in a really seedy neighborhood and blast away at other cars with every weapon you've got! Man, life just doesn't get any better than this! Yeee-haw!

OVERALL 90%

VECTORMAN

Sega for Genesis; review, 9#1

While this game may not be the 'most revolutionary game of all time, it is a truly great action game.The fighting effects are simply amazing and the sound effects are stellar. Great, but not 'revolutionary'

OVERALL 90%

VIEWPOINT

EA for PlayStation; review, 9#2

This is kinda like *Zaxxon* on steroids. While the graphics are exceptionally beautiful, the gameplay is enough to drive you nuts! Unless you have a high tolerance for frustration, you might be well advised to leave this game alone.

OVERALL 64%

VIRTUA COP

Sega for Saturn; review, 9#1

Let's see... You're a cop and all you do is run around and blow away all the bad guys. THAT'S GREAT!!! This game has some very intense shooter action! It's too bad that the Stunner will be bright orange in color.

OVERALL 92%

WARHAWK

Sony Interactive for PlayStation; review, 9#1

Fly the deadly skies in a vehicle best described as a Sherman tank with wings! Yaaa-hooo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

WING ARMS

Sega for Saturn; review, 9#2

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is too short, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Oh well, it's still fun!

OVERALL 73%

X-MEN: CHILDREN OF THE ATOM

Acclaim for Saturn; review, 9#3

What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's wrong with that? If you need the sweet action of the arcade hit in your home, then get this game!

OVERALL 72%

ZERO DIVIDE

Time Warner for PlayStation; review, 9#2

What we've got here is an excellent fighting game — that, unfortunately, is in a genre that has some outstanding titles in it as well. The animation and control interface are very good, but the graphics themselves are kinda blocky. Eh, it's your dime...

OVERALL 80%

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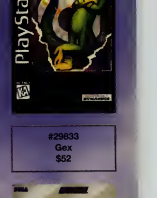
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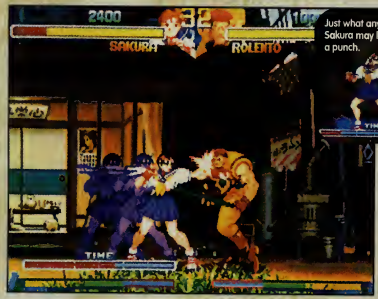
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Arcades

Imagine if there were no place to take all of those quarters that somehow end up in your pocket everyday. You'd soon have no space left on your dresser at home. Next, you'd have huge paper sacks of quarters in every closet! Thank heaven for — The Arcades!

Street Fighter Alpha 2

Capcom



Just what any game needs — a schoolgirl. Sakura may look cute, but she does pack quite a punch.

Where's the bloody '3'?! *Street Fighter* and its many incarnations have been undeniably some of the best fighting games ever made, but with as many as Capcom has made, it still hasn't used the number 3. However, using 2 doesn't seem to be a problem — *SFII, SFII Championship, SSFII, SSFII Turbo,* and now *SF Alpha II.*

The first *Street Fighter Alpha* was a collection of characters from throughout the *Street Fighter* series in a showdown. It featured a new meter, Alpha Counters, and the same balanced fighting that makes *Street Fighter* games so good. In *Alpha II* it looks to be more of the same, this time the meter is jagged so it's easier to tell which level it's at. Also new to *Alpha II* are Gen, Rolento, and Sakura (school girl). Returning from *Street Fighter II* are Zangeif and Dahlsim. All new backgrounds and the same anime-style graphics are definitely worth getting excited over. No doubt it is going to be just as playable as any *Street Fighter* game, but what new features are being added we're not sure. We do know that it is coming out before the much-anticipated *Street Fighter 3,* so the wait continues. But until *SF3* does come out, *Alpha II* provides great nostalgia and some really great gaming.



Rolento and Zangeif also make an appearance in *Alpha II,* to round out the new competitors.



Gen brings some maturity to *Alpha 2* with his silver hair and remarkably quick moves.



Dhalsim brings his long legs and fire-breathing ways back from *SFII* to torture *Street Fighters* past and present.

The Line

Again, I still haven't got back from the massive ACME arcade show in Orlando, but next month there is going to be a full show report. Expect even more on *Dirt Dash*, *War Gods*, *SF Alpha II*, and all the other arcade games you'll be playing this summer. • *Mortal Kombat* fanatics will be glad to know that work on *MK4* is under way. The game is said to be 3D with digitized characters (much like *War Gods*), and, according to its makers will once again re-define the bloody brawler • Speaking of *War Gods*, we've heard some juicy stories from the designers about Kerri Hoskins. That's right, Kerri (Sonya Blade, ya wa woom) Hoskins is appearing in *War Gods*. It's also said that she's appearing without much clothing on. Her outfit is so tight that they actually had to glue it on her (A job I wouldn't have minded). • *KI 2* is still getting a ton of play in the arcades, but opinions are mixed. The true fanatics are just glad to have more of the same, but some expected more from the sequel. After all, when *KI* first came out it was the most graphically impressive game at the arcades, but now, with *Soul Edge*, *VF2*, and *Tekken 2*, *KI2* doesn't look so hot. We've got a great move list this issue for those that are having trouble getting to grips with the fighting. • Sega is also hard at work on *Daytona 2* for the arcades. We hope to get more info on this at the show. • Here's to hoping the Orlando police take pity on me! If I make it back alive from the show, you'll get all the info, even the behind the scenes info that no one else is going to get. After all, who brought you the info from the AMOA show first *(Soul Edge, Time Crisis, Fighting Vipers)*?

Extra Play Manx TT: Super Bike

Sega



Right from the crazy Japanese announcer saying, *"Manx TT, Super Bike"* like no one else can (except Patrick, but he's been practicing), this game is even better than it looks. The graphics are even sharper than *Indy 500*, and the speed of the game is simply amazing.

The best part of *Manx TT* is wrapping your legs around the responsive bike. When your bike gets hit from behind, you can actually feel your bike fish tail, and when you go off-road, the bumps you encounter are liable to give you motion sickness. As with all of Sega's arcade racers, the control is unbeatable. You lean sideways for the gentle turns and on the sharp turns you lean all the way to the side and slam on the brakes for a sharp power slide. It can be hard to control, but once it's mastered, it is awesome. The two tracks available are both beautiful and decidedly different, but more tracks would definitely be nice. Despite that, the race is so tough that you'll find it hard to even finish for the first $20 you spend.



Go off the road and hit bumps like these and you'll feel it shake, making steering difficult. Awesome realism.

The reactive bike, great sound, and crisp, big-screen graphics make *Manx TT* an experience you won't want to miss.

There weren't any linked machines at the arcade we visited. If they manage to link these machines together, *Manx TT* could be one of the more entertaining arcade games of the year. Definitely one you should check out.



If you want to wind through these turns, you're going to have to shift your weight back and forth. An arcade game and some exercise—a rare combination.



Tight turns like these require precision turning.

Right from the start of the race, *Manx TT* is gorgeous and man, is it fast.

War Gods

Williams

You know that 3D digitized characters have never been done, but *War Gods* is doing exactly that. It's combining the realistic actors and actresses (oh, Kerri) digitized and wrapped around polygons, so that they can move in 3-D. Dramatic camera angles and blood are what promise to make *War Gods* one of the most anticipated titles of the year. The screen shots are coming along slowly, but what we've seen so far is real nice. More on this as it comes available.





These are all the screens we could get by press time, but man, do they look good.

Last Bronx

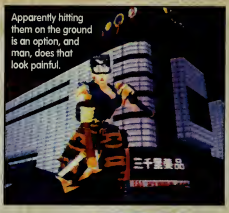
Sega



Swooping cameras reveal the detailed 3D arena, although it doesn't look much like the Bronx.



The only two fighters revealed are a nunchuck-bearing guy and a girl in cammys with some big sticks.



Apparently hitting them on the ground is an option, and man, does that look painful.

One thing you can say about AM3 is that it's real busy — a couple more games are on the way. This one features polygon fighters in a city backdrop. The model 2 board is used to get the smooth characters onto the screen. This one appears to feature weapons for each character, other details are sketchy. But after the fun we've had with *Fighting Vipers*, this is a very exciting title. Stay tuned for more.



Looks like an arcade machine, and I'll bet you it takes money to play.

Batman Forever

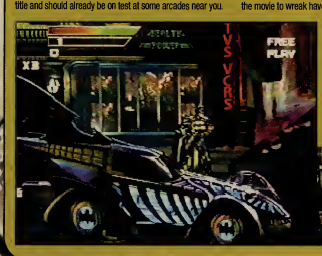
Acclaim

Acclaim has been responsible for bringing some of the best arcade games home to the consoles, like *Mortal Kombat I & II* and *NBA Jam*. Until now, it had never been responsible for *making* an arcade game. *Batman Forever* is the company's first coin-op title and should already be on test at some arcades near you.



The dynamic duo and the souped-up batmobile are exactly what Batman fans want in an arcade game. The question is, do arcade gamers want them in a game?

Batman Forever is a one or two-player fighting game in which players may select either one of the Dynamic Duo as they venture through Gotham City's seedy underbelly. Two-Face and The Riddler come straight out of the movie to wreak havoc and attempt taking over Gotham City. The high-resolution graphics scale in and out to give the game a 3D feel , but while the graphics are a big improvement from home console versions, they aren't on par with other arcade titles.



Fighting as Batman alone increases the challenge, and the graphics are nice, just not mind-blowing.



The one new technology Acclaim does bring to the arcades is RAX audio technology, which really allows players to get aural pleasure from the soundbites and musical score from the movie. RAX audio technology is a high-fidelity software compression technology that can easily translate any existing audio source material into solid-state digital sound. This allows programmers to include virtually any sound they want without translating or re-programming. We haven't had a chance to play Acclaim's first arcade effort, but we do fear that the game could be a notch below the top arcade titles.

Fighting as the Dynamic Duo is a good way to guarantee more coins for the vendors and should provide more fun.



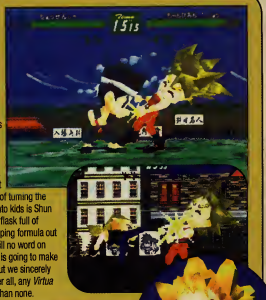
VF Kids

Sega



Even at the tender age of five, poor old Lau had a receding hair line.

Some more pictures on the odd *Virtua Fighter Kids* reveals more of the baby fighters. Perhaps the most entertaining part of turning the vicious fighters into kids is Shun Di. Instead of his flask full of whiskey, he's sipping formula out of baby bottle. Still no word on whether this title is going to make it to the states, but we sincerely hope it does. After all, any *Virtua Fighter* is better than none.





All of the characters have that same crazy look. This game is weird, but man, do we want to play this one.

Gunblade New York

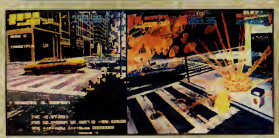
Sega

Sega's AM3 is also hard at work on a polygon helicopter game. It looks to be some sort of high-tech sequel to *Thunderblade*, and features huge explosions, detailed cities, exploding cars, and tons of action. Hopefully we'll get much more on this one after the AOME show.



This is the attack-chopper you man in this game. It looks ready to wreak some serious havoc.





Destroying cars and a city are definitely the best parts of this one.



Much like *Virtua Cop*, you have to lock-in on the bad guys and rip them up with a barrage of fire.

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Cheat Sheets

Resident Evil

You haven't escaped the Evil Dead yet! Check out part two of our strategy on pg. 88!!!



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RESIDENT EVIL

THE NIGHTMARE CONTINUES...

HEY! WHO IN THE HELL CHANGED THE GAME!?!

First, the bad news. As many of you *Resident Evil* fans may have already noticed, last month's super strategy wasn't, err..., exactly correct. This is due to the fact that those nutty folks at Capcom decided to make a few changes in the final release version of their game from the 90% Beta version we used for the first part of the strategy. Other magazines were also reportedly screwed over by these last minute changes, so the egg in our face seems to have been splattered collectively across the industry. But still, we send our apologies to our faithful ***GAME PLAYERS*** readers with the sacred promise that, yes, someone will definitely get their ass thrown in The Box for this one!

Now, the good news. All those changes Capcom made have made an already great game even better. There are now more typewriters for those ever so important game saves and the storage box system is now universally accessible. In other words, stick an item in a storage box in the west wing and it'll be there waiting for you when you open an east wing storage box! Sure, it doesn't make much sense, but it does make for smoother gameplay.

Luckily, the puzzles and game structure haven't changed much. Follow last month's strategy to get by the game's obstacles. The only difference in the final version is that the items you receive for solving the different puzzles may differ from what we told you before. If that's not enough for you, here's the only hint you'll need: the Star medallion is now located in the Hall of Paintings. Trust us, beyond that, you can handle the rest!

Out of the fire, and into the frying pan...

When we last left our favorite heroine Jill, she had used the Star, Moon and Sun Medallions to unlock the door at the end of the rear passage way. Admit it, you were lucky to get her this far. Well, say your prayers because you were cruisin' easy street compared with what you're about to face now...

Take a moment to catch your breath in the tool shed, since you've eluded that hell hound just in the nick of time. As you scan the shed, you'll notice some steps. Push the steps over to the shelves on the wall and climb to the top. Here you'll see a crank, pick it up and keep it. You'll need it soon.

Nice Doggy! Pretty Doggy!

As you exit the tool shed, you will enter a garden populated by a couple of, yup, you guessed it, hell hounds! There are a few green and blue healing plants here in the garden that you can collect if you act quickly. Otherwise, directly to the left is a path to an elevator that is out of order (at least for now). Your best bet is to dodge the attacks of the dogs and run for the garden gate that is straight ahead.

Tricks of the trade

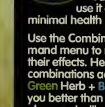
One of the most important aspects of *Resident Evil* is monitoring and maintaining your health. Either as Jill or Chris, you will face many attacks and a variety of injuries. If you are lucky, you will have a health canister with you, if and when you are injured. However, since health canisters are few and far between, you will most likely need to consume some of the potted plants that are littered across the mansion and its grounds. The green, blue and red herbs are more plentiful and work just as well, when they are used at the correct time or in the proper combinations.



The blue herb works as an antidote if you happen to be poisoned by, let's say, something like GIANT SPIDERS!



The red herb doesn't really do anything by itself. But what would happen if you mixed it with another plant? Hmm...



The green herb is the most basic health replenisher. Just use it and you are likely to see a minimal health upgrade most of the time.

Use the Combine command in your command menu to mix plants to intensify their effects. Here's a list of what the combinations accomplish:

Green Herb + Blue Herb: Will heal you better than just the green herb alone and will clear your system of poison as well.

Green Herb + Red Herb: Will give you a complete heal replenishment no matter how badly you are injured.

Green Herb + Blue Herb + Red Herb: Complete replenishment and gets rid of that pesky poison!

Red Herb + Blue Herb: You can't mix just these two.





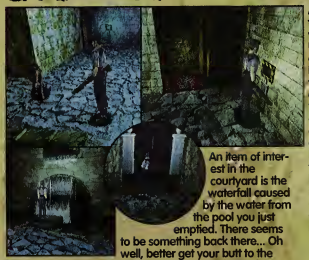


After exiting the garden, you will encounter a pool of water. A ladder protruding from the edge of the pool gives you a hint of what you need to do next. Go around the pool to a small stone pillar that houses a metal plate with a square hole. Use the crank from the tool shed here and enjoy the awesome sight as the water drains from the pool revealing a path across it! Go to the ladder and jump down onto the path and cross the pool.

Begin running as soon as you climb up the ladder on the other side of the pool since a number of snakes will to start to drop from the tree branches above you. As long as you are moving forward the snakes will not be able to hurt you. Keep running around the pool until you reach an elevator that will take you to the courtyard below.



Got another milkbone?



As you exit the elevator, you will find yourself in a courtyard. Unfortunately, there is another hell hound here, but at least there is only one. The elevator shaft for the 'out of order' elevator also empties into this courtyard. The second elevator is out of order because the battery that powers it has been removed. Hmm, if a battery could be located this elevator sure could make life easier.

An item of interest in the courtyard is the waterfall caused by the water from the pool you just emptied. There seems to be something back there... Oh well, better get your butt to the gate. You can always come back later for a better look.

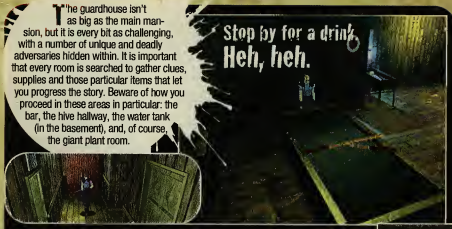


Follow the path from the courtyard and it will lead you to the guardhouse/dormitory. Of course, once again, you'll need to either avoid the hell haunds or waste them! Go ahead, we won't tell the SPCA. There are also a few health herbs here if you're inclined to stop and munch.



First order of business when you enter the guardhouse is to push the statue up the hallway and cover that hole in the floor. If you don't, a nasty little tentacle reaches out and says, "Hi!" Actually, the tentacle doesn't do that much damage but it does become a little irritating after a while since you do need to pass through this hallway quite often.

The guardhouse isn't as big as the main mansion, but it is every bit as challenging, with a number of unique and deadly adversaries hidden within. It is important that every room is searched to gather clues, supplies and those particular items that let you progress the story. Beware of how you proceed in these areas in particular: the bar, the hive hallway, the water tank (in the basement), and, of course, the giant plant room.

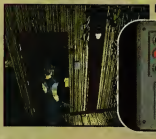


The red door at the end of the first hallway is the entrance to the bar. Inside, there is a strange arrangement on the pool table that must be a clue. But are you willing to pay the price for this information? We'll see...



Get buzzed!

How you decide to explore the guardhouse is entirely up to you. But the key that you found in the hive hallway will let you access one of the bedrooms that contains a hidden passage way. This passage way will take you to the basement which contains a giant water tank. Now what if that water tank just happened to have sprung a leak? And what if that same water tank had some weird, hungry inhabitant? And further more, what if that inhabitant decided to have you for lunch? (And I do mean HAVE YOU for lunch.) Be prepared for one of the more beautiful and deadly stages of an already gorgeous game. Just one bit of advice, don't fight, just run!

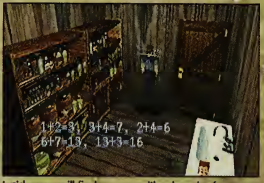


If somehow you manage to survive the basement level, you will need to return to the hive hallway and enter the room with the numeric key-code panel at the entrance. Just to make life a little easier for you, the code you need to enter is 3, 4, 5.



As you continue to explore, you will find a hallway containing a giant hive. Quickly run past the hive and search the table. You may just find the key to your success. If the nasty inhabitants of the hive happen to decide they don't like your kind round here, make a run for the nearest exit.





Inside, you will find a room with a bunch of chemicals. On the wall is the formula for the compound you need to mix and a list of the ingredients necessary for the mixture. You will need three empty bottles and the following ingredients for your concoction:

1 = Water
2 = Red Solution
3 = Purple Solution
4 = Green Solution

Note: The highly volatile chemicals can only be mixed at the sink inside this room.



The solution you need to mix is the V-Jolt solution. To attain the correct mixture, follow these steps:

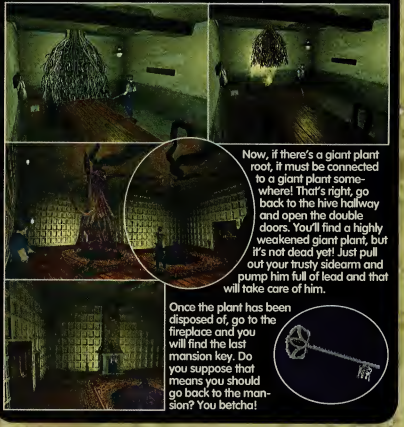
1 + 2 = 3
3 + 4 = 7
2 + 4 = 6
6 + 7 = 13
13 + 3 = 16

The V-Jolt solution does not remain effective for long but it is very deadly when exposed to the roots of certain plant life. You haven't seen a plant recently, have you?



I hate vegetables!

If you've been looking in the right places, you should have seen a giant plant root in one of the rooms in the basement. Pull out your V-Jolt solution and use it on the plant root and enjoy the show!



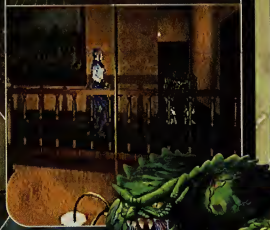
Now, if there's a giant plant root, it must be connected to a giant plant somewhere! That's right, go back to the hive hallway and open the double doors. You'll find a highly weakened giant plant, but it's not dead yet! Just pull out your trusty sidearm and pump him full of lead and that will take care of him.

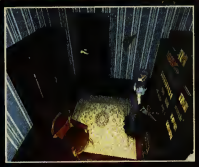
Once the plant has been disposed of, go to the fireplace and you will find the last mansion key. Do you suppose that means you should go back to the mansion? You betcha!

Aren't you dead yet?

You didn't expect to just waltz right back into the mansion, did you? Once you return to the mansion, you'll find it filled with a dizzying array of the living undead. Some will be familiar old friends, but beware of a new breed of inhabitants called 'hunters'. They're sort of like a mixture of Freddy Krueger and frogs on steroids. They are fast and extremely deadly.







Where Eagles Dare

After you've managed to evade some of your new friends, make way to the locked room closest to the rear entrance. Inside is an office where you will find something called a 'Doom Book'. Use your command menu to check out the book closely by turning the edge of it towards you and opening the book. Inside you will find the eagle medal. Keep this in a safe place...



Haven't we met before?

Proceed to the locked door in the fireplace room on the second floor. Use your new mansion key to enter, but make sure that you are healthy and well stocked with weapons and ammo before entering...







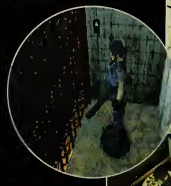
...because once inside, you are going to have a little get reacquainted party with the GIANT SNAKE! Luckily for you, he's a little worse for wear from your last encounter. A few well placed shots will take care of him once and for all. Afterwards, expect a visit from an old friend and take a look at that hole in the floor.



Scared New World



So you thought you had this whole mansion thing figured out? Guess again. Use a rope to climb down that hole and check out that creepy tombstone. There's a whole other world down here!

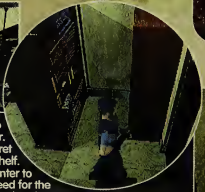




There's a few nasty types to watch out for down in the basement, but for the most part, just search for things you need and head to the elevator in the kitchen. Take the elevator up to those previously inaccessible second floor rooms!







There are two libraries to explore on the second floor. The first library features a secret room hidden behind a bookshelf. Push the shelf aside and enter to collect that battery you need for the second elevator in the courtyard and get a nice look at where you'll eventually need to go — the helicopter pad!



We're a-movin' on up!







Pass through the first library to enter the second library. Push the button on the wall to turn on a spotlight. Push the statue to the spotlighted area and a book shelf will move, exposing yet another secret room! Enter to find Dum-Dum bullets for a magnum handgun. Now if you just had the gun to use these bullets in...





You got me seein' red!

As the door that exits this newly explored area uses a passcode, you'll need to return to the kitchen via elevator and take the stairs to access the last locked room on the second floor. When you enter the room with the stuffed animals, turn off the light and you'll see the eye of the deer's head shining. Move the steps and retrieve the red eye from the deer while the room remains dark. The eye turns out to be the red jewel that sure would look nice with that blue jewel you had a while ago.





Greedy Damned Tiger, Pt. 2





There's that blue jewel! Now go ahead and offer the tiger the red jewel. At least this time you're presented with something useful – a Colt Python Magnum Handgun. Use it with your magnum rounds and it's deadly. Use it with your Dum Dum rounds and it kicks @$$!

Back and forth! Back and forth!

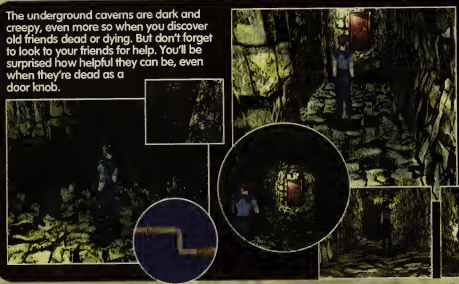
Now that you have the magnum, you have pretty much cleared the mansion. You can back track through the entire mansion and double check rooms if you want. There will actually be some new items in some of the rooms. But for the most part, now that you have the battery, it's time to activate that second elevator in the courtyard. Once activated, go to the pool and use the crank to close the dam and refill the pool. Take your new elevator back down and see what was behind that waterfall in the courtyard...

Will this game never end?

You've survived a lot, but there's still a ways to go. With the waterfall gone, a secret passage is revealed, go down the ladder to continue the horror!

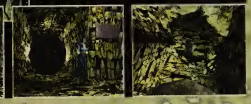


The underground caverns are dark and creepy, even more so when you discover old friends dead or dying. But don't forget to look to your friends for help. You'll be surprised how helpful they can be, even when they're dead as a door knob.

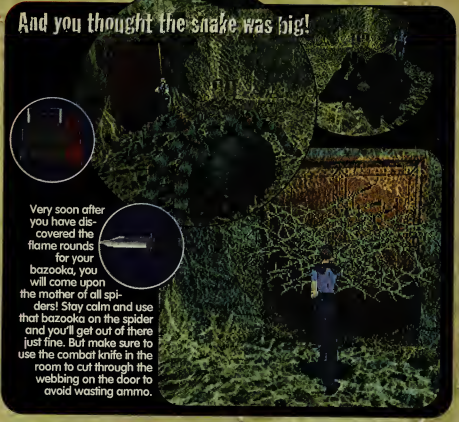


Welcome to the underground

The underground is all about exploring, gathering and fighting for your life. Use what you've gathered to send yourself deeper into the caverns. But stay alert, it may be the only thing that keeps you alive.



And you thought the snake was big!



Very soon after you have discovered the flame rounds for your bazooka, you will come upon the mother of all spiders! Stay calm and use that bazooka on the spider and you'll get out of there just fine. But make sure to use the combat knife in the room to cut through the webbing on the door to avoid wasting ammo.

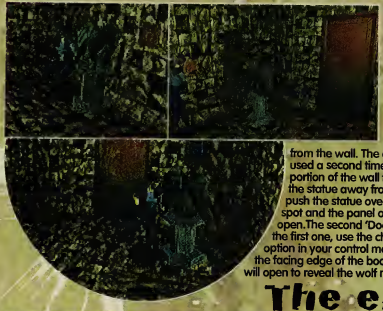
Hungry like the wolf



Once past the spider, you will soon encounter a second boulder. First use your crank three times to move the walls so that the opening is to the left, then approoch the boulder and when it starts to roll jump into the hole in the wall as it passes by. The hole in the wall will lead you to a secret room!

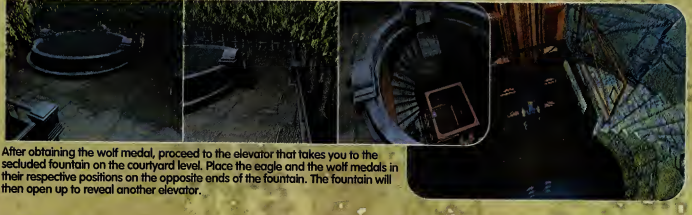






Inside the secret room, move the statue along the wall until it is across from the clear spot on the floor. Use the crank once again to push the statue away from the wall. The crank must be used a second time to retract the portion of the wall that pushed the statue away from it. Now push the statue over the clear spot and the panel on the wall will open. The second 'Doom Book'. Like the first one, use the check item option in your control menu to open the facing edge of the book. The book will open to reveal the wolf medal.

The end of the line?



After obtaining the wolf medal, proceed to the elevator that takes you to the secluded fountain on the courtyard level. Place the eagle and the wolf medals in their respective positions on the opposite ends of the fountain. The fountain will then open up to reveal another elevator.

Welcome to Hell

Give yourself a pat on the back for making it this far. In a game as deep and fulfilling as *Resident Evil*, it's quite an accomplishment. And if you're still alive, you'll notice that there was plenty that we didn't give away in this strategy (mostly because we didn't have the room!) And just so you won't be devoid of challenge, we're not going to give away much about the final level. Just be assured that in the Laboratory level, all your questions will finally be answered. That is, if you survive the final level, with all the treachery and foul play that's about.



One for the road

One of the most important parts of the Laboratory level is using the computer to unlock the electronically controlled doors. The tricky part of this little task is knowing the passwords. We'll be nice just this once and provide you with the passwords.







To log onto the computer use the name 'John' and the name 'Ada' for the passwords.





The game is kind enough to automatically unlock level B3 for you, but to unlock level B2 you need to use the password 'Mole'.





The Laboratory level is filled with death and danger. Make sure that you turn on all power sources, gather all passcodes, uncover every clue, and you may have a chance of surviving. On second thought, by the looks of that humongous monster, I doubt it!



Epilogue...



So you think you finished it all, do you? Well, guess again. Word from Capcom is that there are six different endings in *Resident Evil*. The endings are determined by your gameplay and how many of the characters survive. You've got to figure that the triggering device in the Laboratory level has something to do with one of the endings. In addition, there is the locked closet in the main mansion that remains inaccessible throughout the first game. Apparently, if you can finish *Resident Evil* in under three hours, you will be able to access that closet. Rumor has it that you may find a missile launcher with unlimited ammo in there. Use the missile launcher and blast your way through the game within another three hours and an extra-gory ending will be revealed to you. Sounds like a challenge to us...

NIGHTWARRIORS

DARKSTALKERS REVENGE



Special Meter

As you perform hits and moves, or block a hit, this special bar fills itself up. Once it has been filled, it begins to fill again. The color changes for each time it fills up. Most special moves or throws can be powered up to ES versions. This uses one full level. The EX moves require one level as well. The more times the meter fills up, the more ES and EX moves you can pull off consecutively.

Guard Reversals

Guard Reversal is the ability of each character to cancel his/her own block into a particular special move, depending on who the character is. To perform a Guard Reversal, you must finish the code for your particular Guard Reversal at precisely the same moment you block the move you are attempting to Guard Reversal.

Throw Softening

By hitting strong or fierce in the first frames of a throw animation you can allow your character to land on his/her feet and be in position to strike. You can also flip out of a hold after the first hit, if you time the button correctly.

Rollin', Rollin', Rollin'

After being knocked to the floor, you can press toward or backward to move while getting up. It's good to get out of trouble or set up a quick counter. You're also invulnerable to normal attacks while getting up. A great way to set up a throw is to roll into your opponent and perform the throw.

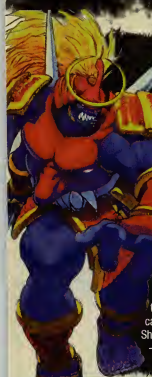
DEMITRI MAXIMOV

Chaos Flare	◐◑◒ + Punch
Bat Spin	◐◑◒ + Kick
Demon Cradle	◐◑◒ + Punch
Dashing Demon Cradle	◐◑◒◐◑ + Punch
Negativus Thorn	.360 + Punch (when close)
EX Attack: Midnight Pleasure	◐◑◒ + 2Punches
EX Attack: Demon Blast	◐◑◒ + 2 Kicks



HUITZIL

Plasma Beam	◐◑◒ + Punch
Might Launcher	◐◑◒ + Kick
Genocide Vulcan	◐◑◒ + Punch
Reflect Wall	◐◑◒ + Punch (Guard Reversal)
Circuit Scrapper	◐◑◒◐◑◒ + Punch (when close)
EX Attack: Confusioner	◐◑◒ + 2 Kicks
EX Attack: Final Guardian	◐◑◒◐◑◒ + 2 Kicks



Chains

The combo system allows you to chain a series of normal attacks together, much like *Street Fighter Alpha*. You have to cancel the animation of a normal move into another normal move, so that the hits come in rapid succession. To successfully pull off a chain combo, you must hit the next attack at the precise moment your first attack makes contact. The best order for chains is as follows: Jab-Short-Strong-Forward-Fierce-Roundhouse. Therefore, you could conceivably pull off a 6-hit combo with all six buttons in sequence (that is, if all your attacks can reach the opponent). However, you can skip any of the attacks in the sequence for shorter chains. For example, you can do a Jab, Strong, Forward, Roundhouse or a Short Fierce. However, you can't reverse the moves — you must start with weak and work your way up.



Lord Raptor

Skullsting	○○ + Kick
Hell's Gate	○○○○○ + Kick
Death Hurricane	○○○ + Kick (Guard Reversal)
Skull Vanish	○○○○○ + Punch (when close)
EX Attack: Evil Scream	○○ + 2 Punches
EX Attack: Death Voltage	○○○○○ + 2 Kicks
EX Attack: Hell's Dunk	○○○ + 2 Punches



Pyron

Soul Smasher	○○○+ Punch
Mid-Air Soul Smasher	○○○ + Punch (in air)
Zodiac Fire	○○○ + Punch
Orbiter Blaze	○○○ + Kick (in air)
Galaxy Trip	○○○ + Kick
Planet-Burning	○○○○○ + Punch (when close)
EX Attack: Cosmo Disruption	○○○○○ + 2 Punches



Bishamon

Iai Giri	○ hold, ○ + Punch or Kick
Hane Yaiba	○○○○○ + Punch
Kaeshi Yaiba	○ + Punch (after contact w/Hane Yaiba)
Tsuji Hayate	○○○ + Punch (after contactw/Hane Yaiba)
Mukuro Fuuji	○○○ + Punch
Ki En Zan	○○○ + Punch (Guard Reversal)
Kirisute Gomen	360 + Punch (when close)
EX Attack: Onikubi Hiburi	○○○○○ + 2 Punches
EX Attack: Tsurane Giri	○○○○○ + 2 Kicks



Morrigan Aensland

Soul Fist	○○○ + Punch
Mid-air Soul Fist	○○○ + Punch (in air)
Shadow Blade	○○○ + Punch (Guard Reversal)
Shell Kick	○ + ○ (in air)
Vector Drain	○○○○○ + Punch (when close)
EX Attack: Darkness' Illusion	Jab, Jab, ○, Short, Fierce
EX Attack: Astral Vision	Jab, Jab, ○, Strong, Fierce



Rikuo

Screwjet	○○ + Punch
Trickfish	○○ + Kick
Poison Breath	○○○ + Kick
Sonic Wave	○○○ + Punch (Guard Cancel)
Crystal Lancer	○○○○○ + Punch (when close)
Sky Neptune	○○○○○ + Kick (when close)
EX Attack: Aqua Spread	○○○ + 2 Kicks
EX Attack: Water Jail	○○○ + 2 Punches
EX Attack: Sea Rage	○○○○○ + 2 Punches

Jon Talbain

Climb Laser. ○○ + Kick
Forward Beast Cannon. . . . ○○○ + Punch
UF Beast Cannon. ○○○ + Punch (guard reversal)
DF Beast Cannon. ○○○ +Punch (in air)
Million Flicker. ○○○ + Punch
Wild Circular. ○○○○○ + Kick
EX Attack: Dragon Cannon. ○○○○○+ 2 Punches
Ex Attack: Mirage Body. . . . ○○○○○ + 2 Kicks

Sasquatch

Big Snow. ○○○ + Punch
Big Towers. ○○ + Punch
Big Cyclone. ○○○ + Kick
Big Typhoon. ○○○ + Kick (Guard Cancel)
Big Brunch. ○○○○○ + Punch (when close)
Big Swing. 360 + Kick (when close)
EX Attack: Big Freezer. . ○○○○○ + 2 Punches
EX Attack: Big Ice Burn. ○○○○○ + 2 Kicks

Victor Von Eldenheim

Giga Hammer. ○ Hold, ○ + Punch
Giga Buster. ○ Hold, ○ + Kick
Gyro Crush. ○○○ + Punch
Giga Burn. ○○○ + Kick (Guard Reversal)
Mega Spike. 360 + Punch (when close)
EX Attack: Thunder Break. ○ Hold, ○ + 2 Punches
EX Attack: Great Geldenheim.○○○○○ + 2 Kicks, Punch

Donovan Baine

Drop Sword. Punch + Kick
Call Sword. Punch + Kick
Sword Elementals:
Efreet Sword. ○○○ + Punch (Guard Reversal)
Blizzard Sword. . . . ○○○○○ + Punch
Lightning Sword. . . ○○○ + Punch
Sword Grapple. . . . ○○○○○ + Punch (when close)

EX Attack:
Breath of Death. . . ○○○○○ + Kick
EX Attack:
Change Immortal. . . Strong, Jab, ○ Short, Forward

Anakaris

Sarcophagus Dance. Punch + Kick
Pharaoh's Judgement. ○○○ + Punch (in air)
Cobra Blow. ○○+ Punch
Mummy Drop. ○○○ + Punch
The Void (catches projectiles). ○○○ + Kick
EX Attack: Pharaoh's Magic. . Forward, Jab, ○ Forward, Roundhouse
EX Attack: Chasm of Hell. . . . ○○○○○ + 2 Kicks
EX Attack: Pharaoh's Split. . . . Jab, Jab, ○ Forward, Roundhouse

Hsien-Ko

Anki Hou. ○○○ + Punch
Sempuu Bu. ○○○ +Punch
Henkyou Ki. ○○○ + Punch (Guard Reversal)
Houten Geki. ○○○○○ + Punch (when close)
EX Attack: Jirei Tou. . . ○○○○○ +2 Kicks
EX Attack: Tenrai Ha. . Short, Roundhouse, Strong, Strong, Up

Felicia

Rolling Buckler. ○○○ +2 Punches
Rolling Scratch. ○○○ + 2 Punches
Delta Kick. ○○○ + Kick
Sand Scratch. ○○○ + Kick (Guard Reversal)
Hellcat. ○○○○○ + Kick (when close)
EX Attack: Dancing Flash. . ○○○ + 2 Punches
EX Attack: Please Help Me. ○○○○○ + 2 Kicks

STILL FUN TO PLAY WITH

Just like Fido, your good ol' Sega Genesis System still has a lot of play left in it! GameTek is offering seven new titles for Fido . . . **SEVEN BIG TITLES** to give your Sega Genesis a good kick in the butt!

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MAN OVERBOARD
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KILLER INSTINCT 2



TUSK

Back Stab ↓↘→↗↑ + QP
Boot Kick ↓↘→ + K
Skull Splitter ↓↙← + K
The Conqueror ↓↘→ + P
Web of Death ↓↙← + FP
Combo Breaker ↓↙← (P or K)
Destroyer ↓↘→↓↘→ + FP

Finishers

↓↘→↓ + MP
↓↘→↗ + MP
↓↘→ + MK
↓↘→↓↘→↓↘→ + MP

TJ COMBO

Air Shocker ↓↘→↗↑ + MK (in air)
Cyclone Hold FP, Release FP
Fake Dizzy ↓↘→ + QK
Powerline ↓↘→ + FP
Roller Coaster ↓↘→ + MP
Skull Crusher ↓↘→ + FK
Spin Fist ↓↘→ + QP
TJ Tremor ↓↘→ + MK
Triple Roller Coaster ↓↘→↓↘→↓↘→ + MP
Combo Breaker ↓↘→ + (P or K)

Finishers

↓↘ + FK
↓↘ + FP

KIM WU

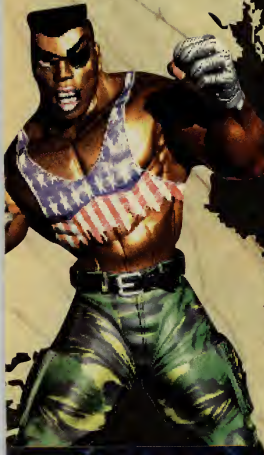
Firecracker ↓↙← + MP/FP
Fireflower ↓↙← + QP
Split Kick ↓↙← + K
Tornado Kick ↓↙← + K
Air Flame ↓↙← + MP/FP
Air Flame Down ↓↙← + P
Combo Breaker ↓↙← + (P or K)

Finishers

↓↙← + QK
↓↙← + QK
↓↘→↓↘→ + MK
↓↘→↓↘→ + QK

MOVE KEY

P = Any Punch
K = Any Kick
QP = Quick Punch (Button 1)
MP = Medium Punch (Button 2)
FP = Fierce Punch (Button 3)
QK = Quick Kick (Button 4)
MK = Medium Kick (Button 5)
FK = Fierce Kick (Button 6)



JAGO



Endouken ↓↘→ + P
FakeEndouken ↓↘→ + P
Fireball Spray ↓↘→ + QP
Laser Blade ↓↘→ + FP
Multi-Slide Kick ←↙↓↘→ + FK
Multi-Wind Kick ←↙↓↘→ + MK
Ninja Slide ↓↙← + K
Red Endouken (hold) FP, ↓↘→↓↘→ (release) FP
Rush Roundhouse → + FK
Throw ← + FP (while close)
Uppercut ↓↘→↓↘→ + FP
Windkick ↓↙← + K
Tiger Fury ↓↙← + P
Combo Breaker ↓↙← + (P or K)

Finishers

←↙↓↘→ + QK
↓↘→ + QK
↓↙← + FK
←↙↓↘→↓↘→ + MP

GLACIUS

Arctic Blast ↓↙← + P
Beat Down ←↙↓↘→↓↘→ + MP
Cold Shoulder ↓↙← + MP
Energy Gain ↓↙← (hold) QK
Ice Lance ↓↙← + FP
Ice Uppercut ↓↙← + (MK or FK) (in air)
Icy Grip ↓↙← + QP
Liquidize ↓↙ + FK
Super Fireball ←↙↓↘→↓↘→ + FP
Combo Breaker ↓↙← + (P or K)

Finishers

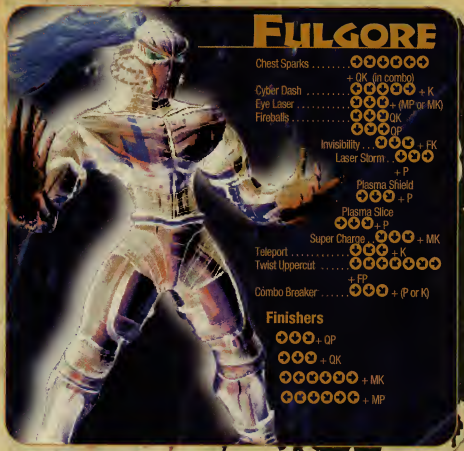
←↙↓↘→↓↘→ + QK
←↙↓↘→ + QK
←↙↓↘→↓↘→ + QK
↓↘→↓↘→ + MK

MAYA

Cobra Bite ↓↘ + P
Combo Breaker ↓↘ + (P or K)
Flip Flop ←↙↓↘→↓↘→ + MK
Flip Kick ↓↘ + MK
Jungle Lear ↓↘ + FK
Jungle Strike ↓↙← + FP (in air)
Mantis ↓↘ + FP
Savage Blades ↓↘ + MP
Slice N' Dice ↓↘→ ↓↘→ +FP
Tree Cutter ↓↘→ ↓↘→ ↓↘ +FP

Finishers

↓↘ + FP
↓↘ + FK
←↙↓↘→↓↘→ + QK
←↙↓↘→↓↘→ + QP



FULGORE

Chest Sparks ↓↘→↘↓ + QK (in combo)
Cytler Dash ↓↘→↘↓ + K
Eye Laser ↓↘→ + (MP or MK)
Fireballs ↓↘→ QK
↓↘→ QP
Invisibility ↓↘→ + FK
Laser Storm ↓↘→ + P
Plasma Shield ↓↘→ + P
Plasma Slice ↓↘→ + P
Super Charge ↓↘→ + MK
Teleport ↓↘→ + K
Twist Uppercut ↓↘→↓↘→ + FP
Combo Breaker ↓↘→ + (P or K)

Finishers

↓↘→ + QP
↓↘→ + QK
↓↘→↓↘→ + MK
↓↘→↓↘→ + MP



SPINAL

Combo Breaker ↓↘→ + (P or K)
Dart Kick ↓ + FK (in air)
Flame Blade ↓↘→ + FP
Grim Reaper ↓↘→↓↘→ + FP
Power Devour ↓ + P
Shield Catch ↓ + QP
Skele Skewer ↓↘→ + K
Skeleport ↓↘→ + K
Skull Replenisher ↓↘→ + (MP or FP)
Skull Scrape ↓↘→ + FK
Soul Drain ↓↘→ + P

Finishers

↓↘→ + FP
↓↘→ + FP
↓↘→↓↘→↓↘→ + QP

SABERWOLF

Fake Howl ↓↘ + QK
Ground Spark ↓↘→↓↘→ + FP (in air)
Loopy ↓↘→↓↘→ + FK
Sabreflip ↓↘ + FK
Sabrehowl ↓↘ + QK
Sabrepounce ↓↘ + FP
Sabrespin ↓↘ + MP
Triple Fire-Claw ↓↘→↓↘→ + FP
Combo Breaker ↓↘ + (P or K)

Finishers

↓↘ + QK
↓↘ + QK
Hold QP (3 seconds), Release QP



ORCHID

Air Buster ↓↘→ + K
Baton Dash ↓↘→ + MP
Flik Flak ↓↘→ + K
Hellcopter Kick ↓↘→↓↘→ + FK
Sai ↓↘→ + FP
Slide ↓↘→↓↘→ + K
Tiger Charge ↓↘→↓↘→ MK
Tonfa Fire ↓↘→ + P
Tonfa Rush ↓↘→↓↘→ + FP
Combo Breaker ↓↘ + ↓

Finishers

↓↘→↓↘→ + QK
↓↘→↓ + QK
↓↘→↓↘→ + QK
↓↘→↓ + MK



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CODE BREAKERS

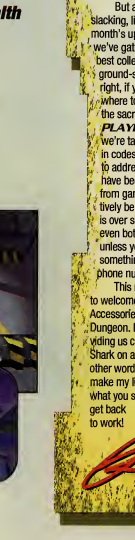


Now in only his second month as Code Master, *Roger Burchill* has already assumed the nasty, anti-social, unshaven, muttering, cursing, hard-drinking persona necessary to create the nightmarish monstrosity that is Code Breakers!

Hey you! Yeah, you! What the hell are you doing reading this magazine? Aren't there codes that you could be cracking, cheats you could be discovering? Don't cry to me about food and sleep! Find me some codes or you will feel the stinging slash of my Monkey Whip! *Ohhh, sweet pain...*

But as long as you're slacking, listen up for this month's update. Once again, we've gathered the biggest and best collection of late-breaking, ground-shaking codes. That's right, if you want it, you know where to find it, right here in the sacred pages of ***GAME PLAYERS***. And as long as we're talking about the latest in codes, let's take a moment to address those of you who have been sending me codes from games that can conservatively be called 'old'. If a game is over six months old, don't even bother sending me codes unless you happen to discover something like Terl Hatcher's phone number hidden inside.

This month we are happy to welcome the folks at Interact Accessories to the Code Dungeon. Interact will be providing us codes for the Game Shark on a monthly basis. In other words, they are going to make my life easier. Which is what you should be doing. So get back to work!



THUNDERSTRIKE 2

U.S. Gold for Saturn



All you Saturn owners out there can satisfy your bloodlust by utilizing the following level codes for the Saturn version of *Thunderstrike 2!*

South America

Level 1 J6HH1FC5VBDVSIQ
Level 2 JVV11NC7CBDVR0Q
Level 3 JV41URC7TBDV1PQ
Level 4 J1M1URC9MBDVV4I

South America - Stealth

Level 1 J9U9U3CRNFDFS9Q
Level 2 J94PUNCQ8FDFRK2
Level 3 J819V7CSFFDF14I

Panama Canal

Level 1 JSFPVMCV0JCFSF2
Level 2 JSQ9SUCUUJCFRT2
Level 3 JJ19S6K13JCF0TQ

Central America

Level 1 JIOFT3C05NAFTPQ
Level 2 JIT9TBCJ8NAFRU2
Level 3 JL5PTNCLGNAF162



Proceed to the password entry to utilize the codes.

Eastern Europe

Level 1 JLO80F4NEREFS6I
Level 2 JK6KRVCPMREFRVA
Level 3 JNB4RDKN1REF1IQ

Gulf 1 — Capture

Level 1 JNV4RBSAAVMFSK2
Level 2 JN64RNSCNVMFQ2Q
Level 3 JM44RNSF2VMF1AQ

Gulf 2 — Oil Dispute

Level 1 JPL4RNCF236FSQ2
Level 2 JPKRNCGH36FRDA
Level 3 JB1KRND2B36F0DQ
Level 4 JAN4RND5K36FU11

South China Seas

Level 1 JB34RND5866FTK2
Level 2 JAI4RND5K66FS4I
Level 3 JDBKRND7A66FRSI

End JA943ND9U66FINI



THUNDERSTRIKE 2

U.S. Gold for PlayStation

Working Vacation

For all of you who like to destroy, destroy, destroy! Here's a few level codes that will have you creating maximum mayhem with minimum effort. To input these codes, just go to the password entry and pop them in!

South America

Level 1 ONHV0V6VEBDU55Q
Level 2 2NH70V9VEFDQ592
Level 3 7RH30V7AEFD648I
Level 4 8NH30V8EJD24PI

Gulf 2 — Oil Dispute

Level 1 VNHR0V0E6JDE53I
Level 2 ORHV0UO66NDA53A
Level 3 IFHD0UO06RDM5P2
Level 4 NJHP0UKE6VDI5BI

Stealth

Level 1 O7HP0UO0AUDE45A
Level 2 U7HL0UNIAUDA5RA
Level 3 AFHP0UKUA2DM4HI

Central America

Level 1 FJHL0UGII2CE4KI
Level 2 G7HH0U72I2CA5R2
Level 3 2BHP0URQI6CM58A

South China Sea

Level 1 KRG50URQ26GE4J2
Level 2 ORGL0UTI3AGA5UI
Level 3 FRG9S1CM3EGM52I

Panama

Level 1 93G5SD9UNGGE4QA
Level 2 WG55HUENGGA4SQ
Level 3 JNGH4CPUNKGM5TI

Eastern Europe

Level 1 L3GG4406V0EE5R1
Level 2 F7GK5S2QV0EA41A
Level 3 27GK50UMV4EM58Q

Gulf 1 — Canyon

Level 1 7FGK48T6R8ME4NI
Level 2 8JGK48VUR8MA5JQ

End T7GK28U2SCMM4OI

ASSAULT RIGS

Psygnosis for PlayStation

Tanks For The Memories

This month we seem to be fixated on destruction. So here are a tank load of level codes, an invulnerability code and an all-weapons code.

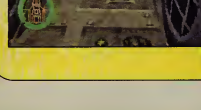
Level Codes
Level 1 - Welcome Circle, Circle, Circle, Circle, Circle, Circle
Level 2 - Next Gen Square, X, Square, X, Triangle, Square
Level 3 - This Way Triangle, Square, Square, Circle, Circle, Triangle
level 4 - JayJay Triangle, Square, Triangle, Triangle, Circle, Triangle
Level 5 - Noddy Square, Triangle, Triangle, Triangle, X, Triangle
Level 6 - Wastelands Triangle, Square, Circle, Circle, X, Square
Level 7 - Vertigo X, Square, Square, Square, Circle, Triangle
Level 8 - Gem Tower Triangle, Square, X, Square, Triangle, Triangle
Level 9 - Bridge Square, Triangle, Square, X, Triangle, X
Level 10 - Obliterate Triangle, Triangle, Circle, Square, X, Square
Level 11 - Arena Triangle, Triangle, X, Triangle, Circle, Square
Level 12 - PBM Circle, Square, Triangle, Triangle, Triangle, Circle
Level 13 - Ramps Triangle, Square, Circle, X, Triangle, Square
Level 14 - Oasis Triangle, Triangle, X, Square, Square, X
Level 15 - Halls Circle, X, Triangle, Triangle, Triangle, Triangle
Level 16 - Coaster Circle, Square, Circle, Circle, Circle, Square
Level 17 - Mine Triangle, Triangle, Triangle, Circle, Triangle, Square
Level 18 - Look Up Square, Circle, Square, X, Square, Triangle
Level 19 - Deadline X, X, Square, X, Triangle, Circle
Level 20 - Fart X, Square, X, Triangle, Triangle, Square
Level 21 - Stairway Triangle, Square, Triangle, Square, Triangle, Triangle
Level 22 - Park A Lot Square, Square, Triangle, Circle, Square, Triangle
Level 23 - ZamCam Circle, X, X, X, Triangle
Level 24 - Shoot me Triangle, Square, Square, Triangle, Triangle, Triangle
Level 25 - Wild Triangle, Circle, Triangle, Triangle, Circle, Square
Level 26 - Oil Rig Square, Circle, Circle, X, Square, X
Level 27 - Rightway X, Circle, Square, Triangle, Triangle, Square
Level 28 - Waste Two Square, Circle, Square, Square, Square, Square
Level 29 - Dodge Triangle, Square, Circle, X, Circle, Circle
Level 30 - Air Square, Circle, X, Circle, X, Square
Level 31 - Jump Circle, Square, X, Triangle, Circle, Triangle
Level 32 - Room 101 Triangle, Square, X, Circle, Square, X
Level 33 - Firepower X, X, Triangle, X, X, Square
Level 34 - Wave X, Circle, Square, Circle, Circle, Square
Level 35 - Push Off Circle, Triangle, X, Triangle, X, Triangle
Level 36 - Perimeter X, Triangle, Triangle, X, X, Square
Level 37 - Spiral X, Triangle, Triangle, X, Triangle, Square
Level 38 - Bounce Circle, X, Triangle, Triangle, Square, Triangle
Level 39 - The Castle Square, Triangle, Square, Triangle, Square, X
Level 40 - Fortress Square, X, Triangle, X, X, Triangle
Level 41 - Lifts Ahoy Triangle, X, Triangle, Circle, Square, X
Level 42 - Push Me Circle, X, Triangle, Circle, Triangle, Square

To access all weapons, press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down during gameplay. You will hear the message, 'Max weapons added... Oh yes.' to confirm the code entry.

For the all important invulnerability code, press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. The message 'Invincible! Yes indeedy.' will acknowledge the code.











Enter all of the codes at this password screen, then go aut and bag yourself a tank!

STREET FIGHTER ALPHA

Capcom for PlayStation

Hidden Characters

These codes will allow you to play as the hidden characters in *Street Fighter Alpha*.



To play as M. Bison, go to the random box on the character select screen. Hold down L2 and press Left, Left, Down, Down, Left, Down, Down, Square + Triangle.



To play as Akuma, go to the random box and hold down L2 and press Left, Left, Left, Down, Down, Down, Square + Triangle.



To play as Dan, go to the random box, hold down L2 and press Triangle, Square, X, Circle, Triangle.

To access the character's other color, just replace Square + Triangle with Circle + X for M. Bison and Akumo. For Dan, just reverse the order of entry and press Triangle, Circle, X, Square, Triangle while holding the L2 button.

SEGA RALLY CHAMPIONSHIP

Sega for Saturn

No More Hidden Cars

For all of you out there who really don't care to actually finish a game before you get your cheats, here's the code to access the hidden car without all the hassle of actually earning it.





If you don't feel like winning a championship to access the Lancio Stratos, here's the easy way—just enter X, Y, Z, Y, X at the menu screen.

TWISTED METAL

Sony Interactive for PlayStation

I Can See Clearly Now

Yes, here's another straggler that didn't quite make it in last month, but is a blast to use.



To play using the helicopter view enter Circle Circle Triangle X Space at the password screen. This view will only work on the arena stage and the rooftop stage.



Make sure that you push START + Up while you're in the stage to select this view.

ZERO DIVIDE

Time Warner for PlayStation

Invulnerable Phalanx!

This isn't actually a code for *Zero Divide* itself, but rather for the shooter game *Tiny Phalanx!* that is hidden inside. We told you how to access the game last month, but for those of you who weren't paying attention: hold down the START and SELECT buttons on the second controller while turning on the game. Anyway, if the game was a little hard for you, here's how to do the invincibility code!





To be an invincible Phalanx, go to the option screen of *Tiny Phalanx!*, highlight the speed option and press Left/Up, L2, R2, and Triangle at the same time. The background screen will turn red if you have done this correctly.



NAMCO MUSEUM CLASSICS VOL. 1

Namco for PlayStation

Time Warp

Here's an oldy but a goody that worked on the original *Galaga* Game when it was in the arcades ages ago. Now that the original is on Namco's compilation disc of classic games, you can use this little cheat again. Neat, huh?





At the beginning of the game, don't shoot at the ships as they go into their first formation. Destroy all of the ships except for the yellow/blue ships in the first row from the left.



Let the two remaining ships fly and shoot at you for about 15 minutes. Be patient and do not even fire one single shot during this time. After o while, you will notice that the ships will stop shooting at you. Let the ships pass about five times so that you are sure that they have stopped firing. Once you are sure, go ahead and kill the two remaining ships. From that point on, no ships will shoot at you in ony of the following stages!

JOHNNY BAZOOKATONE

U.S. Gold for Saturn

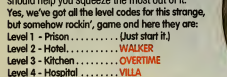
Rockin' Codes

Although this game doesn't make it anywhere near my 'most wanted' list, if you've got it, these codes should help you squeeze the most out of it.

Yes, we've got all the level codes for this strange, but somehow rockin', game and here they are:

Level 1 - Prison (Just start it.)
Level 2 - Hotel WALKER
Level 3 - Kitchen OVERTIME
Level 4 - Hospital VILLA
Level 5 - Penthouse ENDBOSS





JOHNNY BAZOOKATONE

U.S. Gold for PlayStation

Rockin' Codes Pt. 2

And for those PlayStation owners who are lucky enough to own this, err... interesting game, here are your codes:

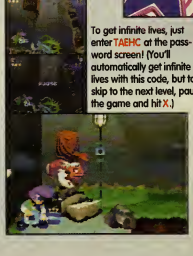
Level 1 - Prison (Start the domn game!)
Level 2 - Hotel AFLEAPIT
Level 3 - Kitchen TEASPOON
Level 4 - Hospital SEDATION
Level 5 - Penthouse VERYNICE

And as a nice bonus here are a couple more codes:

Invulnerability PILCHARD
Level Select KRISTIAN



To get infinite lives, just enter TAEHC at the password screen! (You'll automatically get infinite lives with this code, but to skip to the next level, pause the game and hit X.)





New Feature

For those of you code fanatics out there who aren't merely satisfied with built-in codes, Code Breakers will be running codes for the Game Shark Videogame Enhancer on a monthly basis. A product of Interact Accessories, Inc., Game Shark allows the gamer to customize control settings and choose from a number of options including unlimited power, lives, weapons, levels and more.

Available for both the Saturn and PlayStation, both versions come pre-loaded with codes for some of today's hottest videogame titles. But the best feature is that the Game Shark is continously updatable. Game Sharkers have four options to choose for their code updates. There is the code hotline at 1-900-773-SHARK, the 'Dangerous Waters' flip sheet subscription, the 'Dangerous Waters' World-Wide Web membership to access the 'Surfing With The Sharks' web site, and of course, you can find Game Shark codes right here in *GAME PLAYERS*' own Code Breakers column.



Saturn Codes

VIRTUA FIGHTER 2

Master Code F6000914C305
B60028000000
Infinite time J60E00320782
Play Under Water J60E00380010
160E001A0002

SEGA RALLY CHAMPIONSHIP

Master Code F6000914C305
B60028000000
Lakeside (Practice Only) J604001B0003

CORPSE KILLER

Master Code F6000914 C305
B60028000000
Infinite Datura Bullets J6050D0E0063

Play Station Codes

MORTAL KOMBAT 3

Unlimited Energy (Player One) 801cbc38 00a6

TOTAL ECLIPSE TURBO

Infinite Plasma Bombs ... 80078DD40003

DEF CON 5

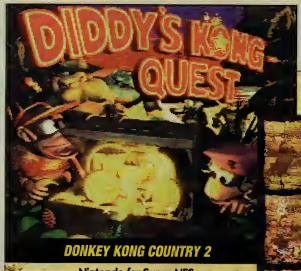
Infinite Ammo 800D53AC0014



Code Monkey Of The Month

Get Twisted!

Now here is someone who should serve as an example and role model for all you aspiring Code Monkeys out there. **Kris Teng** of **San Jose, CA** is our Code Monkey this month for being the first to get me codes for the mother of all monkey games, *Donkey Kong Country 2: Diddy's Kong Quest*. Kris is either the first person in the free world (a.k.a. beyond the walls of Nintendo) to discover these codes or just the sneakiest person in the free world. Regardless, Kris got me those coveted *DKC2* codes first and now is one of the few, the proud, the Code Monkeys.



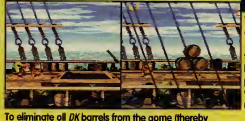
DONKEY KONG COUNTRY 2

Nintendo for Super NES

The first codes available for *DKC2* leave you with a decision. Harder or easier? Which will you choose?

In order to access the cheat mode, you will first need to start a new game. Now, on the player select screen, highlight the two player contest and press down five times. This will reveal the sound test. Press down five more times and the cheat mode will be revealed!





To make your life a bit easier enter Y, A, SELECT, A, Down, Left, A, Down to start the game with 50 lives! Once again, a properly entered code will be noted by a monkey sound.

To eliminate all *DK* barrels from the game (thereby increasing its difficulty slightly) press B, A, Right, Right, A, Left, A, X. You will hear a sound of a monkey if the code is entered correctly. Note: Although there are no *DK* barrels once you use this code, you will start each level with both Diddy and Dixie.)

JOHNNY BAZOOKATONE

U.S. Gold for 3DO

Rockin' Codes Pt. 3(DO)

Hey! How about this? Some codes for the 3DO version. For some reason there's a code for the first level. Go figure!

Level 1 - Prison SOFTCELL
Level 2 - Hotel LOVESHAK
Level 3 - Kitchen STRITUP
Level 4 - Hospital LIVEAID
Level 5 - Penthouse PLECTRUM

Sorry, no invulnerability or infinite live codes are available for the 3DO.



EARTHWORM JIM 2

Playmates Interactive for Super NES

Super Worm

We had some great codes last month for our little worm buddy, but here are a few more to liven things up. To use these codes, just hit the pause button anytime during gameplay.

For 100% Energy: X, SELECT, X, B, X, SELECT, X, A
For Plasma Gun: X, X, X, X, A, A, A, SELECT
For Bubble Gun: X, X, X, X, A, B, A, SELECT
For Money Worms (once): A, A, B, A, A, Y, B, Y
For Level 2b Puppy 2: Down, Right, A, B, X, Left, Right, A
For Level 5a Carnival: Up, Down, X, A, B, Y, Left, Right
For Level 9 ISO 9000: A, B, X, Left, Left, Right, Left, Right



EARTHWORM JIM 2

Playmates Interactive for Genesis

Worm Power

Okay, Genesis owners, pay attention! Don't let those Super NES owners hog all the worm glory. Here are your codes.

Like with the Super NES, pause the game to enter the following codes:
For 100% Energy: A, B, C, A, B, C, A, A
For Plasma Gun: C, C, C, C, A, A, A, B
For Bubble Gun: C, C, C, C, A, A, B, B
For Money Worms (once): C, A, C, A, C, A, C, A
For Level 2b Puppy 2: Left, Right, B, C, C, Left, Right, A
For Level 5a Carnival: B, B, C, A, B, C, Left, Right
For Level 9 ISO 9000: A, B, C, Right, Right, Right, Right, Right



JUMPING FLASH!

Sony CE for PlayStation



Baron Aloha is waiting for you!

Finally ! A Stage Select!

Now here's a game that's in my great gaming hall of fame! And even though it's been out a while, a stage select for a game this good still makes it in as far as I'm concerned.



Press Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, Triangle, X, Triangle at the title screen to initiate the stage select. If the code is entered correctly, part of the background will turn red. Now, start your game and just use your directional pad to scroll to the left or right to reach the stage you desire.

THEME PARK

Electronic Arts for Saturn



The Everything Code

Look, if you've got all the money and all the stuff, you've probably taken all the challenge out of a strategy/simulation game. But if you insist, here it is!



To get access to all the stuff in your theme park, start a new game and enter DEAD as your nick name. Finish filling out all the rest of the info and select the country for your theme park. When you start the game press the left shoulder button and go the ride purchase menu. Then press the X, Y, Z, A, B, and C buttons simultaneously. You should hear a bunch of kids say 'Yeah' and now you have all the rides, shops, and park features.

To get all the money you want, go back to the ride purchase menu and hit the X, Y, Z, A, B, and C buttons simultaneously again. The kids will yell 'Yeah' again. The longer you hold down the buttons the more money you will receive. If for some reason you don't load up on enough cash in the beginning, you can now just hit the A, B, and C buttons at the same time during gameplay to get even more money!



CLOCKWORK KNIGHT 2

Sega for Saturn



For a stage select cheat, enter the following at the title screen: Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up. Use the directional control and the Z button to select which stage you want.

Cuckoo Clock

Here's a collection of codes that will help you get through another wacky adventure.



To view the ending for *Clockwork Knight 2*, enter Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down at the title screen.





For 999 lives, enter Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down at the title screen.







In one of the neater tricks in a while, to see special holiday title screens in *CK2*, set your Saturn's internal clock to Christmas, New Year's and Valentine's Day.

EVEN MORE CODES

OK, everybody sing along! What's the magazine that has more codes for you and me? G-A-M, E-P-L, A-Y-E... Uh, wait a minute. This isn't working out the way we thought it would. Oh, to hell with it. Here's a bunch more codes!

AGILE WARRIOR

Virgin Interactive for PlayStation

Invincible Warrior

Invincibility Code

To access the the invincibility mode, pause the game and enter: Left, Square, Square, Square, Square, Up, Triangle, Triangle, Triangle, Right, Circle, Down, X, Triangle, Triangle, Triangle, Square. Of course, you should remember that although you can't be damaged, you can still run out of fuel.

SEPARATION ANXIETY

Acclaim for Super NES

Separate Levels

Level Passwords

At the main menu screen, go to the Passwords option screen.
Enter the following level passwords: DCCPMH for Level 2; MDRKJP for Level 3; STSPPC for Level 4; and QPMJCV for Level 5.
Don't forget, the action isn't going to get any easier.

EARTHWORM JIM 2

Playmates Interactive Entertainment for Super NES

Heart Worming Codes

Worm Steroids

For One Ups: Left, SELECT, Right, SELECT, L, SELECT, R, SELECT
For Ammo: SELECT, X, X, X, X, X, X, SELECT
For 3-Shot Gun: X, X, X, X, A, A, X, SELECT
For Teleport Bomb: X, X, X, B, B, B (This code works but I'm not sure exactly what it does, drop me a line if you figure it out.)
For a one time extra continue: A, SELECT, A, B, X, Y, X, Y
To skip to Level 3: A, B, X, L, R, L, A, B
To skip to Level 7: A, X, L, R, X, L, R, L

One more code that's mighty handy but only works in the Super NES version is the Stage Skip code. Once again, pause the game and enter SELECT, B, X, A, A, X, B, SELECT. When you unpause the game you'll see the cows that congratulate you upon completion of the level and you'll go right to the next stage.



Heart Worming Codes Part 2

Genesis Steroids

Like the Super NES version, pause the game and enter the following codes to make EJ's life easier...
For One Ups: A, B, C, C, C, A, A, B
For Ammo: C, B, B, B, A, C, B, A, A
For 3-Shot Gun: C, C, C, C, A, A, A, C
For Teleport Bomb: C, A, B, C, A, B, U, D (As in the SNES version, this code works but you got me on exactly what it does.)
For a one time extra continue: A, A, C, C, B, A, L, L
To skip to Level 3: C, B, C, L, R, L, A, B
To skip to Level 7: A, A, C, C, B, B, A, A

BATTLESPORT

Studio 3DO for 3DO

Battle Code!

Hidden Message



Select the one player game and enter HAWKIN at the Enter Name screen and you will hear a secret message that is a little joke about Trip Hawkins, 3DO founder.

NFL GAMEDAY

Sony Interactive for PlayStation

Custom Football

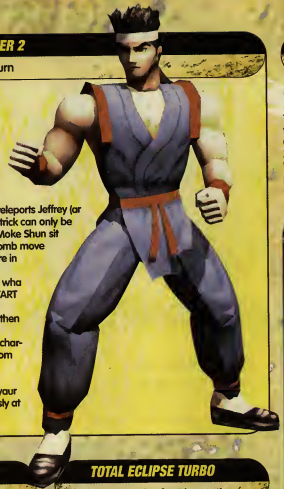
Extra Play Modes

First go to the Options Screen and press Select. Press Select again to get to the Passwords screen. Enter the following passwords for some game-altering special effects.
Enter URNOTREDE for an ultra difficulty level in the one player mode. Enter SKELETON to play as two new teams. Enter PICK.CITY to increase interceptions. Enter BIG.BOYS to increase the size of the backs. Enter OFFENSE to increase offensive status and DEFENSE to do the same for defense. Enter STICKUM to enhance coverage.



VIRTUA FIGHTER 2

Sega for Saturn



Virtua Code Heaven

Cornucopia Of Codes

To play as Dural go to the Player Select screen. Pick Akira and press Down, Up, Right, then A+Left. (Just like on the first Virtua Fighter.)

To play as Gold Dural do the same but press Down, Up, Left, A+Right instead.

In a game devaid of supernatural-type moves, here's a trick that miraculously teleports Jeffrey (or at least makes him run really fast). This trick can only be done when Jeffrey is fighting Shun Di. Make Shun sit down and have Jeffrey do his power bomb move (Down/Forward+P+K+G) from anywhere in the ring.

You can actually choose the characters who fight in the Watch Mode by pressing START when the selection box goes over the character. Player one needs to go first, then player two.

Also in Watch Mode, press X while the characters are fighting to switch the view from the standard side to side mode to the sweeping mode.

To get the alternate color uniforms for your character press Up and C simultaneously at the Character Selection Screen.

ZERO DIVIDE

Time Warner Interactive for PlayStation

Sweet, creamy filling!

Hidden Game

Put in the *Zero Divide* game into your PlayStation and turn it on. While the game is powering up hold down the SELECT and START buttons on the player two controller. Keep holding down the buttons as the developers logos appear on the screen and *Phalanx!* will load right up!

You'll be in shooter heaven as you play the full version of *Phalanx!*, but one note, the ending screen of *Phalanx!* will still be in the original Japanese.

TOTAL ECLIPSE TURBO

Crystal Dynamics for PlayStation

Freedom At Last

Level Select

First go to the Main Menu screen then push and hold the select button, then press Triangle, L1 and Square.

Release the Select button and then press Triangle, L1, Square, Triangle, L1, Square and Down.

Scroll through the stage select with the Left and Right directions on the direction pad.

Accessing the later levels has never been so easy.

TOY STORY

Disney Interactive for Genesis

To Invincibility and Beyond!

Skip And Stomp

For the always welcome level skip code enter A, B, R, A, C, A, D, A, B, R, A at the Tay Story Intro screen (not the one Buzz flies through). Then pause the game at anytime during gameplay and press A. You will then be transported to the next level.

What's better than being an animated character? How about on invincible animated character? To be invincible collect seven (and only seven stars) at the Level Two (Putting Toys Away Level) then jump in the Toy Box and duck down for 6 secands.

TEKKEN

Namco for PlayStation

BE the Bear!

Play As Sub-boss

First beat all the normal characters in the game.

After beating all the normal characters you will fight a sub-boss.

After beating the sub-boss you will then be able to play as that sub-boss.

Play as Heihachi and Devil Kazuya

Play As Secret Characters

To play as Heihachi you'll have to beat the entire game without continuing.

To play as Devil Kazuya you'll have to beat all the rounds of Galaxian at the beginning of the game.

Good Luck!

OFF-WORLD INTERCEPTOR EXTREME

Crystal Dynamics for PlayStation

Big Bucks

Get Extra Cash

To get extra cash first go to the main menu screen then choose Options.

Once you reach the Options Screen press Square, X, Circle (six times in a row) then press L1.

When done correctly this will boost your cash supply quite drastically allowing you to buy almost anything you desire.

NBA JAM TE

Acclaim for PlayStation

Here We Go Again

Hidden Characters

To gain access to the following list of players simply answer 'Yes' at the initials prompt.

Then hold L1 and R1 as you enter the following initials and birth dates:

Gorilla	APE, April 2
Ad Rock	ADR, April 6
MCA	MCA, April 9
Mike D	M. D, July 1
Pres. Clinton	BIL, June 3
Hillary Clinton	HIL, November 6
Hugo	HOR, June 12
Larry Bird	LAR, January 15
Heavy D	HEA, January 9
Boo Boo	THI, November 1
Frank Thamas	FNK, January 8
Air Dog	AIR, January 21
Magic Hair	STH, December 8
Kabuki	KUB, April 14
Jax	JAX, March 1
Snake	SNK, June 15
Chicago Bull	BEN, September 20
Prince Charles	CHA, May 4
Thurston Moore	MOE, June 8

Can We Play?

Extended Rosters

Go to the Team-Select screen, then press and hold the Select button.

While holding the Select button, rotate the Direction buttons twa times counter- clockwise.

You will then be able to play with an extended roster.

Even More Surprises

Extra Options

At the "Tanight's Match-Up" screen enter the following codes:

For Full-court push, press Dawn, Down, X, Circle, X, Right, Right.

For High Shots, press Up, Down, Up, Down, Right, Up, Circle, Circle, Circle, Circle, Down

To speed-up play, press Up, Up, Up, Up, Left, Left, Left, Left, X, Triangle.

For powered-up three pointers, press Up, Down, Left, Right, Left, Down, Up.

To display shot percentages, press Up, Up, Down, Down, Triangle.

For powered-up Goal Tending, press Right, Up, Down, Right, Down, Up.

TWISTED METAL

Sony Interactive for PlayStation

Game Intensifiers

Loaded And Invincible



To face five enemies in the Arena stage, enter: Square, Triangle, Circle, Square, Square. To devastate all who stand in your way, enter this code for unlimited weapons: Triangle, Space, Square, Circle, Circle. Ever wanted to be an Untouchable? Try this invincibility code: Square, Triangle, X, Space, Circle.

VECTORMAN

Sega for Genesis

Alphabet Soup

Stage Skip And More

At the SEGA logo screen at the beginning of the game, move Vectorman under the logo and shoot up 24 times. Then, jump up and hit your head on the logo 12 times. Letters will then start falling from the top of the screen. Catch at least 90 letters and the game will start on a higher stage.
As for actual codes, pause the game anytime during the gameplay and enter Down, Right, A, C, Up, Left, A (D-R-A-C-U-L-A) and everything will go in slow motion anytime you are hit.
For Vectorman to be turned into a small computer arrow, enter C, A, Left, Left, A, C, A, B (C-A-L-L-A-C-A-B) while the game is paused. Why would you want to do this? Because you can then go anywhere on a level and destroy enemies by just touching them. One draw back, the only thing you can't destroy with the arrow is the stage boss.



DOOM

Williams for PlayStation

Like Doom, Only Easier!

Maximum Doom

For those who seek to be gods — you're in luck, I've got a God Mode Code. At anytime in the game, pause and press Down, L2, Square, R1, Right, L1, Left Circle. Let me tell you, the game gets a LOT easier when you're God.
For Lots of Goodies (maxed ammo and all the keys) pause and press X, Triangle, L1, Up, Down, R2, Left, Left.
To skip levels enter Right, Left, R2, R1, Triangle, L1, Circle, X.
This is a really cool code that displays some of PlayStations cool effects. For X-Ray Vision mode pause and enter L1, R2, L2, R1, Right, Triangle, X, Right. You can see them, but they can't see you!
To retain some of the original challenge but make death and destruction a little easier, enter Triangle, Triangle, L2, R2, L2, R2, R1, Square for maps with all the lines drawn in.
For maps that show the location of all items pause and enter Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

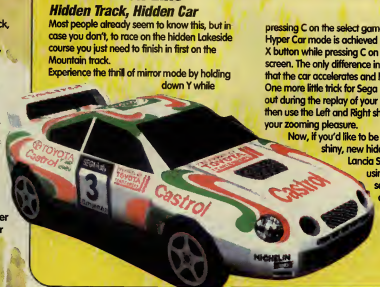
SEGA RALLY CHAMPIONSHIP

Sega for Saturn

To the Finish Line

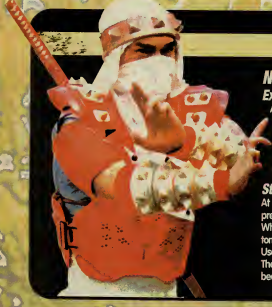
Hidden Track, Hidden Car

Most people already seem to know this, but in case you don't, to race on the hidden Lakeside course you just need to finish in first on the Mountain track.
Experience the thrill of mirror mode by holding down Y while pressing C on the select game screen.
Hyper Car mode is achieved by holding down the X button while pressing C on the car selection screen. The only difference in Hyper Car mode is that the car accelerates and handles better.
One more little trick for Sega Rally. To zoom in and out during the replay of your races, hold Down+Z, then use the Left and Right shoulder buttons for your zooming pleasure.
Now, if you'd like to be able to race in that shiny, new hidden car known as the Lancia Stratos, place first using the normal setting on the championship mode.



SHINOBI LEGIONS

Vic Tokai for Saturn



Not Tough Enough?

Expert Mode

At the title screen press Start, A, B, C, B, A.
When the game starts you'll notice that you are left with only one hit point and no extra men. Good Luck!

Ninja Hopping

Stage Select

At any point in the game press Start to pause then press A, B, A, B, C.
When you see the stage number appear in the bottom left corner you'll know you've done it right. Use the D-pad to scroll through the stages. Then check out some of the later stage you've been missing.

VIRTUA FIGHTER REMIX

Sega for Saturn

Virtua Menus

Secret Menu

At the Title Screen, press Up 12 times, then press Start.
Enter the Options mode.
Move the cursor off the bottom of the screen, then press A.
Choose from your new options with the Direction Pad.

BATMAN FOREVER

Acclaim for Super NES

Holy Stage Select

Stage Select

Scroll through the stages with the D-pad.
Now you get to see those crazy later levels.

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Back Talk



SURPRISE!

Pssst! Hey, can you keep a secret? I mean, a really big secret! Good. Listen up: Chris Slate just came by here and said to expect a fantastic surprise in the next issue of *GAME PLAYERS*. He wouldn't let on what it was, so we'll just have to wait. You know, since we're not really sure just what is going in the next issue, I'll bet that he came by here and made the whole thing up. That kinda sounds like a Chris Slate thing, you know? That's just the kind of thing he'd do. Get everyone all excited about a big surprise and so we all wait for a month and when the issue comes out, there's no surprise! And when you look up from your magazine, realizing you've been had, Chris is just standing there, with that stupid 'Ha, ha! Gotcha!' look on his face. Man, that really burns me up! In fact, we're gonna straighten him out right now! We're not gonna let him treat us that way, are we? Hell, no! In fact, let's all get our scythes and torches and form a big, angry mob! We'll storm the castle! Death to the monster!!!

Uh... sorry about that. Sometimes we get a little carried away. Anyway, the next issue of *GAME PLAYERS* goes on sale everywhere on May 4th. Don't miss the big surprise (yeah, right)!



Hey, who left the barbag in here? Here's the May Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

May's Scrambled Mess,
***GAME PLAYERS*;**
150 North Hill Drive;
Brisbane, CA 94005.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our January's Scrambled Mess Contest was **Jesse Simpson**, of **Colbert, WA.** He correctly identified the scrambled picture as a screen shot from *Flying Nightmares*. Your Mystery Prize is on the way, Jesse, but someone shot down the Postal Service plane. Go figure...

MAY 1996

EDITOR
Chris Slate

ART DIRECTOR
Mike Wilmoth

PRODUCTION EDITOR
Bill Donohue

ASSOCIATE EDITORS
Mike Salmon • Patrick Baggatta
Roger Burchill

GRAPHIC ARTISTS
Anna Cobb • Debbie Wells

CONTRIBUTORS
Chris Charla • Jeff Lundrigan

WEB SLINGER
Eric Marcaullier

IMAGINE PUBLISHING, INC
EDITORIAL, ART, PRODUCTION, ADVERTISING, & MARKETING
150 North Hill Drive;
Brisbane, CA 94005
Phone: (415) 468-4684
Fax: (415) 468-4686

FOR ALL ADVERTISING ENQUIRIES, CALL
Gregory Bunch, Advertising Monager
Phone: (415) 468-4684
Fax: (415) 468-4686

ADVERTISING COORDINATOR
Melody Stephenson

PRODUCTION COORDINATOR
Kim Smith

DIRECTOR OF SUBSCRIPTIONS
Gail Egbert

FOR ALL SUBSCRIPTION ENQUIRIES, CALL:
Customer Services,
Tel: (415) 696-1661

PUBLISHER
Jonathon Simpson-Bint

PRODUCTION DIRECTOR
Richard Lesovoy

MARKETING MANAGER
Mary Keeney

DIRECTOR OF SINGLE-COPY SALES
Maryanne Napoli

CIRCULATION ANALYST
Doug Haynie

NEWSSTAND MANAGER
Bruce Eldridge

Please send all advertising materials to:
Kim Smith,
Production Coordinator

All editorial materials should be sent to:
Creepy Chris Slate, Editor,
Game Players
150 North Hill Drive;
Brisbane, CA 94005

IMAGINE PUBLISHING, INC – CORPORATE
PRESIDENT
Chris Anderson

VP/OPERATIONS & CFO
Tom Valentino

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